

# THERE'S NOWHERE TOURS

### **OUT ON PS2 AND XBOX - SEPTEMBER 2002**

### History is in your hands

From the heart of the Third Reich to the most remote islands in the South Pacific. Sergeant Jack "Butcher" O'Hara and his elite group of veteran soldiers must combine their expertise and venture deep into enemy territory in an attempt to change the course of World War II. Completely Interactive Environment: steal enemy uniforms and weapons, climb poles, swing from cables, swim and dive underwater, drive tanks and ships, climb into buildings and much more.













### STATE OF PLAY

Momentum. That's what Xbox needs. It's no good launching an amazing games console with some terrific games and

then just kind of leaving it alone. It needs help. It needs a constant supply of quality software to keep it going. Lately we've been seeing some signs that things are happening again but in the meantime PS2 has cemented its place as market leader. Just look at this issue for example: A ton of high quality games that we're itching to play but can't until the magic month of November. A month when there will be quite literally a flood of games in the market. Nothing of note for five months and then boom! 30 games all vying for your and our attention. And all we needed were one or two killer games to keep things ticking over during the summer. Sadly though, this is the cycle of the videogames industry.

There's is no doubt that this Christmas will be make or break time for Xbox. People need to be told that it's great. That it's better than PS2 and GameCube. At the recent Commonwealth Games Xbox became the unofficial 18th discipline of the Games. Free-to-play Xbox game pods were used by athletes, the public and even the police, Dead or Alive proving particularly popular. And this is exactly what the console needs – a rise in profile. It has the games, we know. Xbox is great, let's tell the world about it.









### THE THING

**FEATURE:** Keep your friends close but your enemies even closer!



### TOM CLANCY'S SPLINTER CELL PAGE 06

XBOX

**UP FRONT:** We take a look at the brilliant new title heading to Xbox from the pen of Tom Clancy. Trust us, this one's going to be very special...



### COLIN MCRAE RALLY 3

WORK IN PROGRESS: He's the most successful rally driver in the world and this release looks set to up the ante in the genre of rally and driving games.

### CONFLICT DESERT STORM

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**REVIEW:** Lead a crack squad throughout a series of campaigns set against the backdrop of the Gulf War. Saddam... oh Saddam, where are you? Come on out and play!

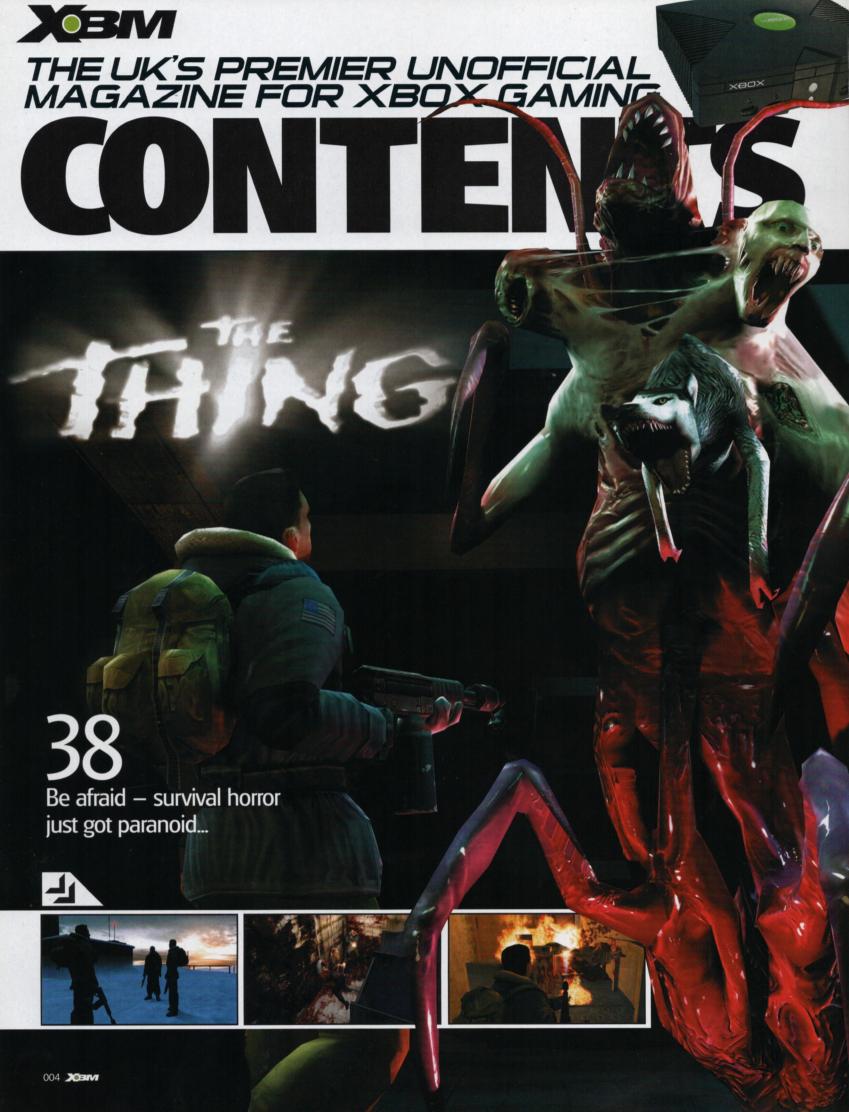
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### CRAZY TAXI 3: HIGH ROLLER

**REVIEW:** Seatbelts on! It's time for another round of gloriously irresponsible driving in order to rack up some big bucks. Let's make some k-razee money!





### THE BIG GAMES















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1807

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### COLOUR CODES

To make navigating XBM easier we've colourcoded each section for you, so you'll know exactly where you are at all times!

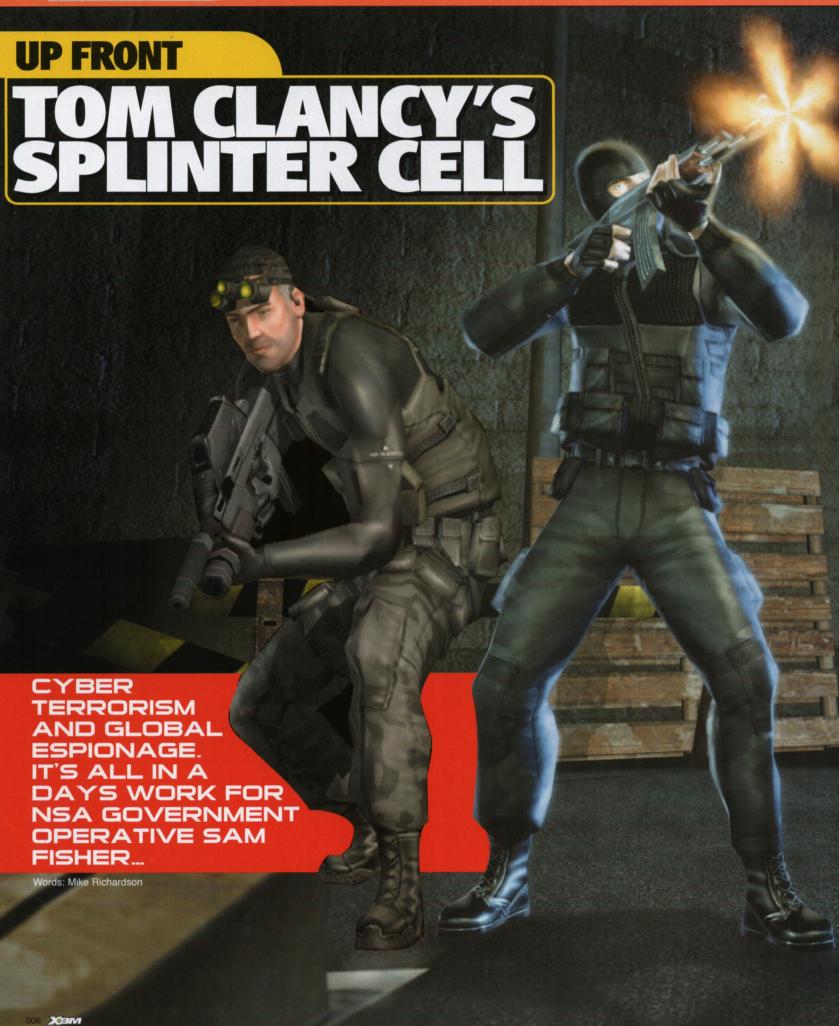






XCEIVI 005







### **MOVING PICTURES**

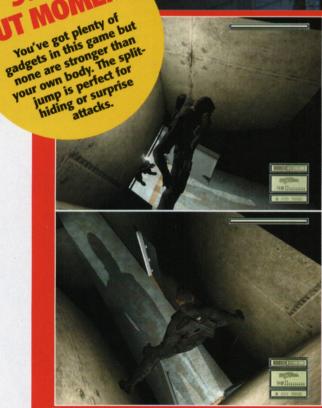
The most important factor in this game is the lighting and the shadows created from it. Many of your stealthy moves and tactics rely on this fantastic looking feature of the game...



hen this game was shown at E3 it received countless awards and waves of admiration from eager gamers. You know you're always in for something special with Tom Clancy but *Splinter Cell* marks an entirely new direction for the best selling author turned stealth game guru.

Previous Clancy games have revolved around counter-terrorism and the teams sent in to take care of the matter in hand. Copious amounts of pre-mission planning and realism made games like *Rainbow Six* a truly unique experience to play. Now with this game you've got all the counter terrorism stuff and political story line, but gone is the team combat and planning – giving an entirely new playing style. One that is very suited to the console gamer.

You play Sam Fisher a covert government agent (what other kind is there?) who works for an NSA











If you can see a light in t name the odds are high that ou can shoot it out. Once



### **ENEMY OF** THE STATE



### SHOOT TO KILL

name is a futuristic hybrid rifle that can spit out fully suppressed death-dealing rounds at a ridiculous rate.

You can also use this gun to fire sticky decoy cams to the walls, stun darts and various



This level takes place inside a Police station. You enter the level through the prison cells and have to make your way through to the autopsy room and up the stairs into the heart of the station. Use of stealth is not only recommended it's obligatory!

## "THINK METAL GEAR SOLID ONLY WITH A DECENT STORY AND FUN TO PLAY"

### **DEAD WEIGHT**

Find yourself a nice quiet area of the level to dispose of the pses. On the later stages you can take your time, picking people







black-ops sub agency called Third Echelon. A One man band, Fisher is sent in to neutralise delicate situations without leaving a trace. Think Metal Gear Solid only with a decent story and fun to play, and you get an idea of what to expect. In fact Splinter Cell clearly takes a lot of influences from stealth-'em-ups

like Metal Gear. Being able to hold bodies as shields, threaten enemies and hide victims is just one of many similarities.

However, the reason this game is a lot more fun to play is because the level of realism is high and the controls are a lot smoother. Whether you're edging along a wall, peaking around corners, hanging from the ceiling or simply walking along, the game feels very natural. It's a good job really because throughout the game you're



XBM INFO French publisher Ubi Soft has development houses and offices in 16 countries around the world with a staff of over 1000 people!

### PUBLISHER **HISTORY**



RATMAN VENGEANCE



**GHOST RECON** 



ORROWIND



RAYMAN 3

constantly forced to react quickly to new situations and foreign environments.

Early on in the game you learn the harsh lessons of what you can and cannot do. Making good use of your gadgets and surroundings is a must. You don't want to have to enter a firefight if it can be avoided and if you're going to pull the trigger you'd better hope it's you doing it first. Get hit more than a few times and it's game over. Unforgiving? Yes. Tense gameplay as a result? Most definitely.

After an hour of play you'll be looking for shadows in every room, half-opening doors, deploying cameras and generally edging around like a cat burglar trying to steal the crown jewels. It's because you're moving through the game slowly that you start to appreciate the finer details. The lighting in particular never ceases to amaze. Shoot out the lights and a room will go black but open a door and light floods in. Hit the shade instead of the bulb and the light will swing back and

### TOM CLANCY

Creator of Splinter Cell and best-selling author Tom Clancy has more stealthsoaked treats in store for your Xbox...

### RAINBOW SIX: RAVEN SHIELD RELEASE: 2003





If you've got a PC and you're into your firstperson shooters then the *Rainbow Six* name has probably crossed your path at some time or another. This latest game in the series continues the hard-core simulation theme for those gamers that want to pretend they're actually in the SAS. Lots of fun to play and very satisfying – especially when a well thought out plan comes together in a few minutes of action.

### GHOST RECON





Like Rainbow Six this recent release has been a great success on the PC. The gameplay is similar in the fact that you control a team of elite soldiers, only this time you're leading them through open battlefields instead of into public buildings. High tech weapons and good tactics are the order of the day. All of which should make for some perfect multiplayer gaming on the Xbox Live service when it finally launches.

# **GO GO GADGET**

Working as a covert government operative does have its advantages. Namely access to the coolest kit around...

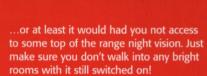
### DECOY CAM

Fix this toy to a wall and you can use it to monitor an area or distract guards with the remote whistle noise. If they get close enough you can knock them out with gas. If you've got some time on your hands you can also use the remote cam to get a good look at yourself. Hmmm – dashing, but we think a shave is in order.



### **NIGHT VISION**

It's advantageous to you to knock out as many lights as you can in the game to create shadows in which to hide. This, unfortunately, also hampers your vision...

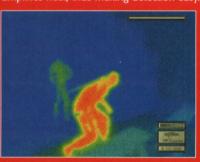




### THERMAL VISION

The night vision is very handy but if you want to be able to spot targets easily you need to switch over to your thermals. This amplifies heat, thus making detection easy.

The cool thing about this is that once you've killed an enemy you can watch their twisted collapsed shape slowly cool as all of the heat is lost from the body.



### SNAKE CAM

All areas you venture into in this game are completely unknown to you. It pays to be cautious opening doors. This is where the Snake comes in. Slide it under the door.





...and hey presto, thanks to the power of fibre optics, you get a good view of what's on the other side. Something tells us we won't be going through this door!



**XBM:** What were your inspirations for

**STEVE:** Inspiration from the moves

Certainly many of the moves, like rappelling, were inspired by realistic SWAT tactics. But we also wanted to have a strong action

operation/human shield we looked more to

**XBM:** Did you use Motion Capture?

STEVE: All of Sam's animations were done by hand. First of all because we

action films for new ideas. We wanted to

wanted Sam to have his own style - his

movement is basically realistic but we

wanted it to have some unique flare.

Secondly, we have a lot of moves that

can hang from a pipe and shoot, he can

transition to other moves - for example Sam

bounce off a wall to catch a zip line, plus at

the end release and drop attack an enemy.

these moves (which would have required

pretty complicated set-ups with wires,

Even if we had motion captured elements of

pulleys, etc) there would have been a lot of

tuning that would have needed to be done

walk a line between realism and more

cinematic action.

came from a lot of different sources.

element to the game: so for moves like

rolling, the split-jump and forced co-

# DEVELOPER

Splinter Cell features some of the finest animation the XBM team has been privileged enough to witness. Lead Animator on the game is Steve Dupont...

by hand at the end. Also, motion capture

and animations done by hand do look noticeably different - mixing the two requires a lot of extra tuning, and it doesn't look as natural in the end.

**XBM:** What was the most difficult move to reproduce?

**STEVE**: Ironically, the most olicated moves are not the hardest to make. Walk cycles, jump animations and the like require the most work because they are so fundamental to how the character moves, and what that movement communicates. The elements that make the character unique in these moves are also much subtler - it is relatively easy to make smashing a guy with a rifle look cool because it is big, bold and immediately recognisable. Building personality into the way the character sneaks is a much greater challenge.

**XBM:** Are all those moves actually

STEVE: Yes, every member of the team is capable of performing every move in the game! Obviously Sam would need to be in great shape to perform a lot of these moves; we didn't want every move to be

perfectly realistic - but only to seem realistic. In the same way that an action movie bends the rules without breaking them, all of Sam's moves should appear completely feasible for a well-trained secret agent.

XBM: Are there moves that you thought about doing and cancelled?

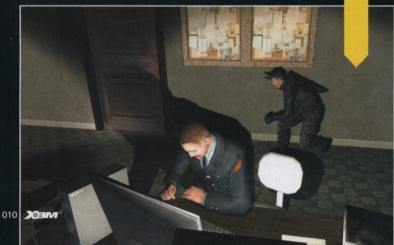
STEVE: Of course, almost every move in the game suggested tons of other possibilities. Now that you're in the splitjump position maybe Sam could hang a rope down to catch guys by the neck? Or maybe you should hang from a horizontal pipe by your feet and break someone's neck when they pass underneath? The decision not to include a cool idea is always hard, but issues of time, budget and resources can all lead to cutting an idea. Ultimately we always try to balance how cool an idea is on paper with how it will actually be used in-game; we know to keep an idea if it is stylish and new, and players will really use it. Which is not to say that there isn't room for a few extra moves that just add a little spice to the moves that we all really wanted but weren't able to include. With over 300 animations for Sam, players will find a lot of cool actions to experiment with in Splinter Cell.





# "THE LIGHTING IN PARTICULAR **NEVER CEASES TO AMAZE**"

### **IEEPERS CREEPERS**



There is no walk mode to be found in this game. Instead you have to control your use of the analogue stick. More difficult, but it does add very good tension...



### **EASY DOES IT**

You can slip by this room unnoticed or, if you want, sneak up behind one of the men and grab him from behind. You can then use him as a human shield giving you time to pop the other guy! You can also use this technique to ho or threaten people for information.

forth, constantly changing the light and shadows in the room.

This makes a huge difference to the gameplay and is exactly the kind of dedication you want from a developer. In one level we saw Sam Fisher shoot at a large fish tank. Now you'd normally expect the tank to shatter and water to go everywhere. In this game the water drained from the point of the bullet hole and out of the tank onto the floor... where it stayed, allowing us to electrocute passing guards with a stun dart! Splinter Cell is definitely one of those games that you'll happily play through long after completion.





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GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES

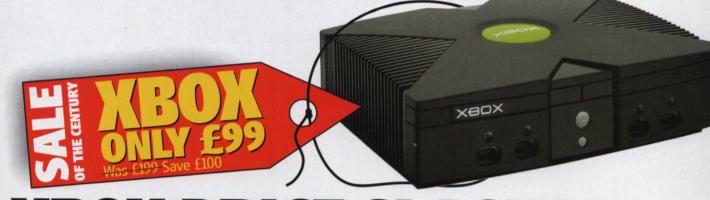


h all the talk of ales figures, price lrops, and market shares, it's often easy for us to forget what Xbox is all about having fun! Perhaps it's been the lack of quality software over the summer that has caused this focus shift away from the games and onto the more serious stuff, but now, with the autumn approaching, the fun is about to begin again When the Xbox launched back in the spring it was easy to have fun on Microsoft's console - Halo, Jet Set Radio, Project Gotham, Dead Or Alive - the list of quality launch titles just seemed to go on and on. Well now, after months of waiting that fun is about to return with what could easily be the strongest Christmas line up a single console has ever seen. While other companies may preach about sales figures or hardware design, Xbox will continue to be the market leader as far as fun goes. KEITH

### XBM **NEWS IN 60 SECONDS...**

Word has it that Microsoft has

a cut-throat marketing ign in place to ma Xbox sales in the run up to Christmas. If rumour is to be believed a heavy price cut may be part of that campaign. oft has also announced that Project Gotham has become the third Xbox title to sell over a million copies worldwide. Meanwhile. hackers have continued to develop their skills on Xbox even going as far as creating emulators to play some of Nintendo's treasured titles Other news this month includes the announcement that Tecmo is busy translating its spooky Fatal Frame to the Xbox, and should have the title ready in time for Christmas



# PRICE SLASHE

WORD HAS IT THAT MICROSOFT HAS AN AGGRESSIVE CAMPAIGN IN THE WORKS TO MAXIMIZE XBOX SALES DURING THE FESTIVE SEASON, BUT JUST WHAT SURPRISES DOES THE INDUSTRY GIANT HAVE TUCKED UP ITS SLEEVES?

rice cut! Surely it couldn't happen again... could it? Microsoft's mighty console reduced a second time within a year of being released? At the moment a further price reduction is only a rumour, but one that has been making itself heard across the entire industry.

The fact of the matter is that 2002 probably hasn't been the best year for the company to release a brand-new format into the videogames market. Aside from direct competition from Sony's ever-popular PS2, other factors such as the World Cup have made marketing the console a tricky business. Then there's been the lack of software over the summer months. As Infogrames UK PR Manager, Simon Callaghan states: "I don't think hardware

pricing is that much of an issue since the last price reduction. Games sell hardware and at the moment that is the fundamental area that is preventing the Xbox from increasing its market share."

The software situation is about to change as Christmas approaches though - it's not difficult to list a dozen or so must-have titles launching between now and the New Year. In fact there's a good chance that there will be too many titles released, which itself may cause another problem - is the Xbox market big enough to support this explosion of well over 50 games? Then, of course, there's Xbox Live. At £50 Microsoft's Broadband service, complete with headset and a free game is a real bargain. But for gamers also purchasing a console, an extra controller and a couple

of games, things suddenly don't look quite as reasonable. By reducing the price of the console, more consumers would be able to afford more games and more extras, and this is where the profit lies.

For third-party publishers and developers, the number of consoles sold is pivotal to the sales of their products - a factor that has been partly to blame for the lack of new games released over the summer. Although global hardware sales for Xbox were at the four million mark by the end of June, that figure was reached purely because of strong sales in America. In Europe things have been slightly slower, making the market a bit of a gamble until a larger user base has been secured. While the market has been growing more steadily towards the end of the

### NE MILLION AND COUNT

hile Xbox hardware sales have been notoriously turbulent since the launch in March, software sales have always been solid. This month we received news that Project Gotham Racing has become the third game to sell over a million copies worldwide, joining Halo and Dead Or Alive 3. Great going when you consider that they've only been on sale for ten months. Hopefully this means they'll be re-released at a budget price in time for Christmas - £19.99 perhaps?





Well over a million gamers are now enjoying Bungie's killer title. Over a hundred thousand in the UK alone.





PGR is the latest Xbox title to sell over a million copies worldwide. The Live followup should do better still.





SEGA AIMS TO WIN



summer, Christmas 2002 will be the first real chance for Microsoft to prove what it's made of.

We spoke exclusively to Microsoft's Head of UK Xbox Marketing, Richard Teversham, about the company's Christmas plans. He commented: "Xbox will enjoy its first Christmas in the UK, as we have a huge line- up of games and know that Xbox is already at the top of many Christmas lists. We will be working hard to make sure that Xbox is the console of choice for people who want to play the best games, and will get this message across in many ways. We will be attending a large amount of shows and letting gamers try Xbox for themselves. There will be a host of other activities also but we do not want to give the game away just yet."

So while the company isn't keen to disclose many details right now, we understand that everything is in place for a particularly cut-throat marketing push. There's a good chance that we will see some sort of price reduction, along with a range of budget titles - perhaps for as little as £19.99. Where this leaves Sony and Nintendo is unclear. If Microsoft does choose to lower its prices, the competition will surely have to follow suit. While this isn't a major problem for Sony - the PS2 has been expected to drop to £150 for a few months and already has a budget software range, it leaves Nintendo in a much more precarious position. With Gamecube already down to £129.99 there's little room for a significant price reduction, and with no major online plans and relatively few truly innovative thirdparty titles in the works, it looks like Nintendo will have to rely on its own faithful franchises to bring in the cash this Christmas.

So while specific details on each console's Christmas campaign may be kind of sketchy right now, Microsoft is making one thing crystal clear - IT MEANS WAR!

# AS CHECKLIST

WHAT DOES IT HAVE THAT MAKES IT BETTER THAN THE REST?

































hen you buy an Xbox, you're not only getting the most advanced videogames console available right now, but also a high-quality DVD and CD player. Add to that a sophisticated online gaming service plus some of the best games ever, and suddenly the £200 price tag seems like a right bargain. Come Christmas there are bound to be all sorts of special offers and cut-price deals, plus there's the possibility of another official price cut. In short, Xbox is the best value for money, now, and for the foreseeable future.







DEAD OR ALIVE 3: Strong sales in Japan helped DOA3 reach one million copies worldwide. Tecmo now officially loves Xbox.

# ONLINE GAMING? 🗹







NINTENDO CLASSICS COME TO XBOX!

### BUT NOT HOW YOU MIGHT THINK ...

ecause the Xbox has many parallels with PC architecture it wasn't going to be long before somebody somewhere learned how to hack the hardware and program the console to do things it shouldn't be doing. A couple of months back we received news that the first Xbox 'chips' were available, giving those with enough courage to open up their consoles the ability to play games from all territories. Unfortunately for Microsoft, these chips also adapt the machine to play pirated software, though the existence of this is somewhat limited right now due to the DVD format. However, this could become an increasing problem as more households install DVD writers on their PCs.

But another more inventive pastime has also been made possible by the process of chipping – retro game emulation. Just as with the PC and, to a lesser extent, Dreamcast, the Xbox is now capable of playing all sorts of retro games thanks to a few clever amateur programmers busily beavering away in their bedrooms. A quick search on the Internet

would suggest that emulation is available for the Atari 2600, Atari Lynx, MegaDrive, Game Boy, Game Boy Advance, NES, SNES and the most impressive and technically demanding of all, the N64. While this sounds like a great idea, reliable programs are difficult locate and even more difficult to install. But then the kind of gamers who are involved in this sort of practice usually have a background knowledge in programming anyway, and are often involved in the videogames industry in one way or another.

We expect that this is only the tip of the iceberg as far as Xbox hacking is concerned. Today people are playing emulated versions of Night Driver, Super Mario Bros and Zelda: The Ocarina Of Time, but tomorrow there's a good chance that the same enthusiasts will be programming their own Xbox games from scratch. Perhaps we'll see a resurrection of the Commodore Amiga days, when unknown programmers landed high-paying jobs overnight thanks to the games they'd created in their bedrooms.







MARIO 64: Although there are a few glitches, Mario 64 is up and going on Xbox, along with a handful of other Nintendo classics. It's running in high-res at 60 frames per second.



### AYE AYE CAPTAIN!

PIRATES GET THEIR HANDS ON XBOX!

s is the case with all consoles it was only going to be a matter of time until people began illegally copying games for the Xbox. Whilst browsing the web for details on emulation programs we were able to access site after site listing ways to copy Xbox games; each highlighting relatively error-free methods of performing this illegal operation. So could piracy be another stumbling block for Xbox? Right now there are few households with the technology to burn DVDs, but the equipment is rapidly becoming more popular as the price decreases. However, the PSone continues to survive, despite massmarket piracy – in fact, if anything the console gained momentum once piracy began. So while this shouldn't affect Xbox game sales too much, it's undoubtedly something that Microsoft is keeping a keen eye on.

# FATAL FRAME

THIS COULD VERY WELL BE THE SCARIEST GAME EVER!







ecmo recently confirmed that its PlayStation2 hit, Fatal Frame will be coming over to the Xbox. With similar themes and images to those in Silent Hill 2, Fatal Frame takes the survival horror genre into new areas by replacing the usual zombies with ghosts. But how do you kill a ghost we hear you cry? Surely there'll be none of the usual gory shotgun action? And indeed there isn't, but that doesn't stop this from being one of the scariest games ever made – if not the scariest.

You see, the somewhat Mangalooking characters in Fatal Frame use supernatural cameras as their only defence against the horrors that be. The game is played from a third-person point of view, but switches to first-person when taking supernatural photographs. This truly is heart-stopping stuff. If you enjoy ghost movies such as Poltergeist, you'll love this – it's the nearest a game has ever come to re-creating that distinctive atmosphere.

Fatal Frame should be available in the UK sometime in November.

# WIN! FIVE PAIRS OF TICKETS TO

f consider yourself to be a real gamer, check out Stuff LIVE 2002 at Earls Court from 3-6 October — it's the biggest consumer electronics show in the UK with loads of gadgets, gear and technology on show, plus plenty of games! All the big name consoles will be there along with plenty of top developers all showing off their latest games.

We've teamed up with Stuff LIVE to give away five pairs of tickets to the show. To win yourself a pair, simply answer the following question:

Which of the following consoles launched in the UK on March 14th?

A) Xbox, B) GameCube C) PlayStation2
To enter the competition, jot your answer

down on the back of a postcard and send it to:

### STUFF LIVE COMPETITION

XBM, Paragon Publishing, Paragon House, Bournemouth BH1 2JS

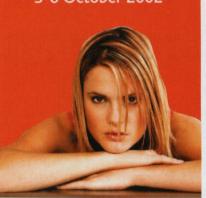
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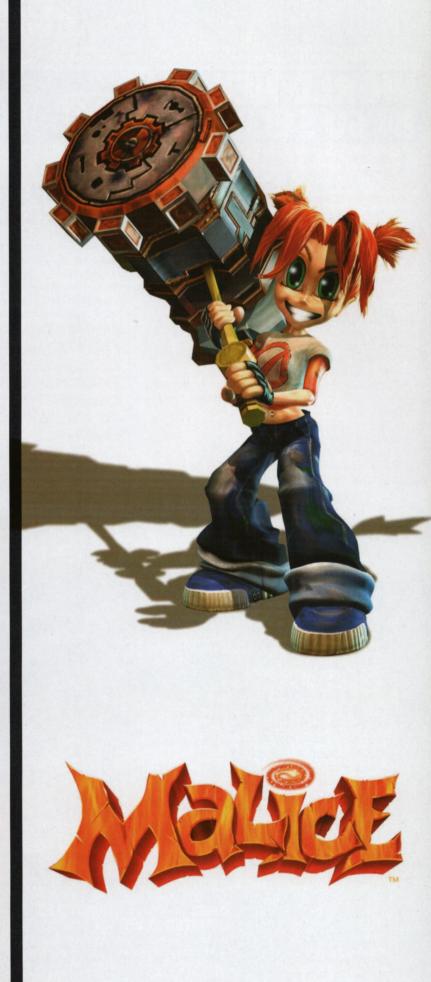
The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or any other companies related to this competition may not enter. There is no cash alternative. The closing date for entries is 30 September 2002.

# Stuff LIVE 2002

The Gadgets, Gear & Technology Show

Earls Court, London 3-6 October 2002





http://malice.sierra.com



GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES.

t's been a frustrating month for European Xbox owners. First there was news of the delay of Geoff Crammond's Grand Prix 4 until November, Morrowind slipped back and then Midtown **Madness 3, Crimson Skies and Kung Fu Chaos all** slipped until next year. Are any new games ever going to come out on Xbox? As far as we can see, things will start heating up during September, then continue to build until November, when around 30 new titles are expected to ship.

Meanwhile in America, many of the big European Christmas titles are finding their way onto the shelves, giving Xbox owners something to do before all the festive fun in September. Titles such as Morrowind, Crazy Taxi 3 and Outlaw Golf (which doesn't yet have a publisher in Europe) are going down well with US punters. The console itself still remains popular, with as many as 400,000 units selling every month.

Then there's Japan, where the 20,000ish Xbox sales each month pale into insignificance compared to the 240,000 PS2s sold. But all the signs are there for a surge in popularity. It seems as if more Japanese developers are enjoying working with the Xbox, so surely it's a matter of time until that enthusiasm is passed to the consumer. Hopefully sooner than later.

# WORLD CHARTS

# **UK TOP TEN**

Probably the best word to describe the Xbox market in the UK right now is stagnant. It's typical for the summer months to be quieter as far as new releases go, but this year has been shockingly bad. Thank goodness there's a strong Christmas line-up just around the corner.

- 11 Halo: Combat Evolved
- Hunter: The Reckoning
- 3 007: Agent Under Fire
- Project Gotham Racing
- Spider-man
- Dead Or Alive 3
- Max Payne
- Gun Metal
- Moto GP
- Oddworld: Munch's Oddysee

# USA TOP TEN

Despite Xbox sales remaining slow in Japan and, to a lesser extent, in Europe, Microsoft's jumbo box of delights is still capturing American gamers' imaginations. Perhaps if a few more games were released over here, the UK the market too would be a little more encouraging.

- 1 Halo: Combat Evolved
- Crazy Taxi 3
- Gun Metal
- 1 The Elder Scrolls III: Morrowind
- Bruce Lee: Quest Of The Dragon
- Outlaw Golf
- Spider-Man
- NCAA Football 2003
- Dead Or Alive 3
- Max Payne

### IAP TOP TEN

After showing a slight increase in sales over the last couple of months, both Xbox hardware and software has once again begun to slip. The Japanese developers love the hardware, gamers love the graphics - now it just needs a spark to get the whole thing in motion.

- 1 Crazy Taxi 3
- Halo: Combat Evolved
- RalliSport Challenge
- Dead Or Alive 3
- Project Gotham Racing
- Jet Set Radio Future
- GunValkyrie
- Bistro Cupid
- Restaurant Manager: Exciting Recipe
- Nobunaga's Ambition

NOW AVAILABLE ON XBOX.TOTALGAMES.NET... REVIEWS, CHARTS, SOLUTIONS, CHEATS!

We've been beavering away at our Web site since our launch issue last year, and have uploaded all kinds of goodies for you. Not only can you find every review, preview and feature that appears in XBM on the Web site once the magazine has gone offsale, but you can also get extra screenshots, movies, wallpaper for your PC and full versions of interviews











from the magazine! If you're online, point your browser at xbox.totalgames.net in order to complete your XBM experience!

### DAILY **UPDATED NEWS**

■ News stories are posted to xbox.totalgames.net each day to ensure that our readers are the best informed of any Xbox magazine out there!

### **ARTICLES**

All of the articles from our previous issues are now live online, so you are able to check out exactly what we think of all the Xbox releases.

### **GALLERY**

When we've got more new Xbox screenshots than we can fit into the magazine we post a gallery online, so you can check them out for yourself.

### MAGAZINE AND FORUM

Subscribe online or chat with other Xbox fans on our own forum. Check out what people have been saying each issue on the Inbox pages.

### DOWNLOAD

Here's where all the exciting downloads reside. Wallpaper, the occasional screensaver and – most importantly - movies of all the best Xbox games.

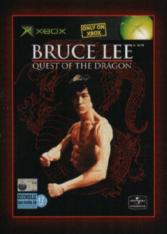


### FIGHT TO CARRY ON HIS LEGACY











# 龍

BRUCE LEE

- Fight Jeet Ku
- Battle
   San Fra



"Microsoft, Xbox, and the Xbox Logos are either registered trademarks or trademarks of N



### **DRIVER 3 CONFIRMED**

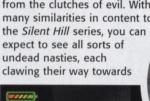


GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES

### SILENT HILL MEETS HALO. WITH A HINT OF BIG BROTHER!

Ithough the stunning graphics and grotesque content make this game stand out from the crowd, it's the story line that really impresses us. 'Fright Of Your Life!' is a reality TV game show in which contestants spend a night in a supposedly haunted asylum called Wolfborough. But things go horribly wrong as the building really is haunted, and what was once an enjoyable family TV show turns into a nightmare...

Played from a first-person point of view, the idea of the game is to find a way of opening the locked doors and escaping from the clutches of evil. With many similarities in content to





you. And these baddies look great! With an art style not unlike that used in the muchhyped Doom 3, the creatures in Asylum have a glossy, specular finish to them almost as if they're wrapped in clingfilm. Animation is also looking good and there's plenty of blood.

Though this is clearly looking like a potential classic in the making, Asylum doesn't have a publisher as yet. However, its creators, DarkBlack, are in talks at present and if all goes according to plan we should see this title hitting the shelves before Christmas.

WIIIA



£5 OFF ANY XBOX GAME COSTING £39.99 OR MORE

BM in conjunction with GAME, is pleased to offer you more than ten percent discount off any awesome Xbox game. So that's £5 towards the DVD remote, an extra controller or a snazzy new SCART lead for the crystal clear picture that your Xbox deserves. To find out which games you should be investing in go straight to our comprehensive reviews section beginning on page 58.

### **BARGAIN HUNTER**

XBM TAKES A TRIP ALONG THE HIGH STREET AND THE INFORMATION SUPERHIGHWAY TO SNIFF OUT XBOX BARGAINS. HERE'S WHAT WE'VE FOUND THIS MONTH ...



### GAME

WHERE: In-store BARGAIN: Halo for £29.99 if you have a GAME Loyalty Card INCLUDES: Halo, and other selected titles **PRICE:** £29.99

**SAVING:** 

£15



### GAME

WHERE: Cheap used games INCLUDES: Mad Dash Racing
PRICE: £19.99
RRP: £44.99 SAVING: £25

**SAVING:** 

£25



### DIXONS

WHERE: In-store BARGAIN: Cheap Playback Kit
INCLUDES: Microsoft DVD Playback Kit PRICE: £19.94 RRP: £29.99

**SAVING:** 

£10.05



### GAME

WHERE: In-Store **BARGAIN:** Free official Xbox

**INCLUDES:** Xbox console with official controller and

**SAVING:** £24.99

**SAVING:** 

£24.99



"A STEELY-EYED DRAGON-SLAYING ACTION FEST..."

Mark Jagasia - DAILY EXPRESS

# REIGNOFFIRE

Video Game coming soon on Additional Wyers (West Applies PlayStation of

THE BATTLE IGNITES AUGUST 23



# HALO 2

THIS IS IT! THIS IS THE MOMENT YOU'VE ALL BEEN WAITING FOR...

Publisher:
Developer:
Players:
Out:

sequel was inevitable. Halo has been the biggest-selling Xbox game so far, and it's not difficult to see why – so many technical and creative boundaries have been broken down by this epic.

Rather than simply cashing in on that success Bungie has opted to develop a true follow-up, complete with a brand-new graphics engine and Xbox Live compatibility!

The story line continues from the first game, with the temporary defeat

of the Covenant merely delaying their progress towards Earth and their quest to wipe out the human race. Now they're returning in greater numbers and with new breeds!

A selection of new weapons will be available, as well as twice as many drivable vehicles. In short, *Halo 2* is going to be bigger, harder and even more spectacular than the first game. Think *Lord Of The Rings*-style battle scenes and you get the idea – it's just a massive shame

we're going to have to wait until Christmas 2003 to play it!

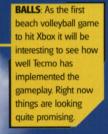
You know it'll be worth the wait. Just take a look at these screens – the amount of textures, bump mapping, and light sourcing is simply astonishing. With the development of *Halo*, Bungie was forced to use PCs and unfinished development tools to program the game. With the sequel the programmers will be able to fully exploit the powerful architecture of the hardware. A dream come true.













### DRESSED TO KILL

The local beach store sells all the accessories a beautiful, Barbielike volleyball player could ever need, including bikinis, hats, flowers for her hair and even suntan lotion. Word has it that each girl has her own personality and won't play as well if you dress her in a colour or style she doesn't like.

BEACH: Rather than go for stadiums, Tecmo has designe I the game to feel lik! a summer holiday. Action takes place right down on the water's edge.



# DEAD OR ALIVE EXTREME BEACH VOLLEYBALL

FINALLY, AN ACCURATE PORTRAYAL OF PARADISE...

o you thought gameplay was more important than graphics, eh? Well despite the fact that DOA Extreme Beach Volleyball is shaping up to be a thoroughly enjoyable experience to play, it's clear that the graphics are by far the most important aspect of the game. Eight playable characters are available - seven popular beauties from DOA3 and one new one. As you'd expect, animation is kept to a high standard and includes the infamous gravity-defying appendages as featured in the entire Dead Or Alive series.

While the guys at Tecmo haven't been ashamed to state that this is more about looking at gorgeous girls than anything else, this hasn't

Publisher:		Aicrosoft
	Sum	

stopped them from implementing solid gameplay as well. Rather than go for a stilted stadium option, the creators have enhanced the paradise island atmosphere by attaching the net to palm trees and setting the action by the water's edge. At the time of writing only two action buttons are used – pass and smash, giving this a great pick-up-and-play appeal. Right now just two-players can compete, though a four-player mode is in the works and should be included in the final product. Watch out for more on this very soon...



### PANZER DRAGOON ORTA

 Publisher:
 .Infogrames

 Developer:
 Smilebit (SEGA)

 Players
 1

 Out:
 .October

nly another couple of months to go and the wait for the long-overdue follow-up to SEGA's classic Saturn series will be over. Panzer Dragoon Orta is shaping up to be one of the most

visually jaw-dropping Xbox games so far – its grace and elegance unmatched by any other nextgeneration title.

These new shots show the airborne reptilian soaring between the craggy rocks of a vast canyon. The blue sky and white clouds reflect in the shimmering waters below, and lush green foliage lines the cliff edges. The game will consist of ten stages in total, four of which

we've seen in action so far. The first two levels, featured in playable form at E3 earlier this year, are City In The Storm – a primitive settlement under attack at night, and The Fallen Ground – a dying rocky wasteland covered in ash. The other two levels that have been released, in footage and screenshot form only from Smilebit, see battles over an Africalike safari landscape and the canyon seen in the screenshots on these

### MORE IMAGES OF THIS STUNNING TITLE WING THEIR WAY TO US!

pages. We can't wait to see the other imaginative locations included in the game.

Panzer Dragoon Orta will be a stunning title and one that many gamers will enjoy. The target-shooting gameplay is relatively simplistic, but if the game is even half as compelling as its Saturn forebears, fans will be playing this unique adventure through time and time again.



# BRUTE FORCE

YOU'LL NEED INTELLIGENCE, SKILL, AND, OF COURSE, BRUTE FORCE TO GET THE MOST OUT OF THIS...

 Publisher:
 .Microsoft

 Developer:
 Digital Anvil

 Players:
 1-4

 Out:
 .November

ach time a great looking game is unveiled the question is asked: 'Is this a Halo beater?' That very question has been put forward on a number of occasions about Brute Force, and while a long line of stunning titles await the chance of an attempt at knocking Bungie's mighty title from its golden pedestal, Brute Force could easily be the first to do it.

Developed by Digital Anvil and published by Microsoft, Brute Force takes the co-operative element from Halo and boosts the player count to four. Strategy is the key element to survival with this action-packed title on many occasions two players will need to hang back and cause a diversion, while the other two surge ahead and perform vital parts of the mission. The best thing is that everything has been kept simple, so the players can enjoy the experience of taking part in a battle and not worry about fumbling around with the controller.

Alongside titles such as Splinter Cell, Metal Gear Solid 2 Substance and Unreal Championship, we're expecting this to be one of the most played Xbox titles this Christmas. Watch out for more on this soon.























READY, AIM, FIRE: If you like your games with big guns, action and plenty of explosions, then look no further than this. Brute Force has got them all in an abundance.

SMOKE IN THE AIR: An

atmosphere has been

implemented perfectly,

thanks to a clever use of graphical effects. It'll feel like you're actually

authentic battle



**HOUSE OF THE DEAD 3** 

EVERY CONSOLE NEEDS A GOOD LIGHT GUN GAME, AND THIS IS DEFINITELY SHAPING-UP TO BE ONE OF THE BEST!

 Publisher:
 Infogrames

 Developer:
 SEGA AM2

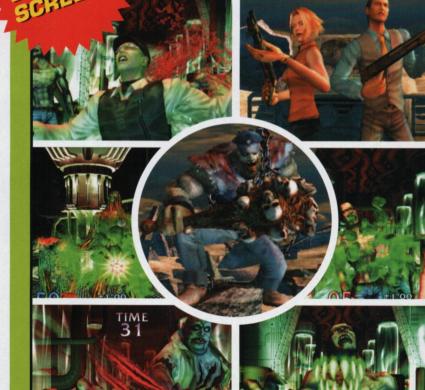
 Players:
 1-2

 Out:
 October

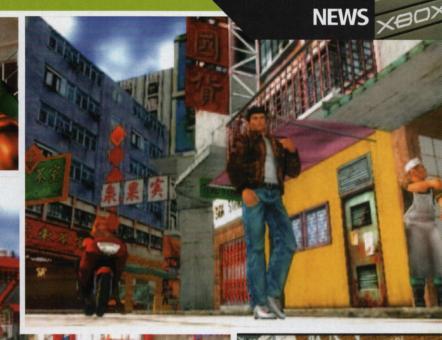
ince being announced as an Xbox exclusive last year, SEGA's House Of The Dead 3 has come a long way - especially as far as visuals are concerned. When the first batch of screenshots was released, fans of the series thought that SEGA had gone mad! Cel shading for a zombie-shooting game? Though certainly unique and stylish, there were few who thought the Jet Set Radio-like visuals were suitable for such a bloodthirsty game. SEGA was obviously well aware of the criticism, as a few months later the game was unveiled once again - this time with visuals much more reminiscent of the first two

instalments in the series. Despite the cosmetic surgery, *House Of The Dead* 3 still features some cel-shaded qualities, such as intense light sourcing and over the top animation.

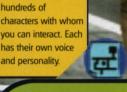
Of course, these great graphics need great gameplay to back them up and you'll be pleased to know that this is another area of the game that's shaping-up nicely. The default weapon has been upgraded from the handgun to the shotgun for this instalment - guaranteeing maximum damage to the hordes of oncoming zombies. SEGA is also trying out new gameplay variations with a timer and the energy bars, though nothing has been decided for the final game so far. What is confirmed is that the structure will be very much like it was before - shoot your way through each level until you get to the boss. But then it's true what they say: if it ain't broke, don't fix it!













# **SHENMUE 2**

THE NEXT CHAPTER IN YU SUZUKI'S EPIC SERIES COMES TO XBOX!

Inally we've received new screenshots of Shenmue 2 on Xbox, and it's clear that technically the game is already superior to the Dreamcast original. Textures are now filtered, giving them a much smoother and softer quality than before, and the nasty character fade-in that once marred the visuals has virtually disappeared completely.

The best thing is that Microsoft promises us that these enhancements are only the beginning, and that many other Xbox special effects will be included to make the game better than ever before. We expect to see bump mapping and motion blur lighting making an appearance, as well as a greatly improved frame rate.

As far as story line and gameplay go, Xbox Shenmue 2 will remain pretty much unchanged other than a couple of minor adjustments. In this

Publisher:Microsoft
Developer: SEGA AM2
Players:
Out:Winter

episode of the (we hope) ongoing series, Ryo has reached Hong Kong after tracing his father's killer across the sea. The game is roughly five times larger than the first chapter and sees Ryo making his way through the builtup city streets and into the wilderness where he finally meets the mysterious girl from his dreams. As before, a number of gameplay styles are utilised: including fighting, rhythm, adventure and puzzle - held together by a sophisticated action RPG core. If you're looking for a unique, thoughtprovoking gaming experience to get your teeth into this Christmas, Shenmue 2 is your game.



### STEEL BATTALION

Publisher: Capcom
Developer: In-house
Players .1
Out: November

f you've not read about Steel Battalion in our pages before, this is Capcom's attempt at trying something a little different with the niche robot-fighting genre. You see, not only does Steel Battalion look completely stunning, but it also makes use of what's easily the most extravagant videogame peripheral ever. With its 40 buttons and switches, the controller is roughly the size of three Xbox consoles, and even includes an abort button contained under a hinged transparent Perspex lid – just like in the movies!

### YOU THOUGHT THE XBOX CONTROLLER WAS BIG? WELL JUST WAIT UNTIL YOU SEE THE BEAUTY THAT COMES WITH THIS!

But what do all these buttons and switches do? Well, the foot pedals and joysticks control your robot and cannons – in fact, controlling the beast is more straightforward than you'd expect. The complicated part comes when you start learning all the gadgets and features your robot has onboard, and then how to use them. Luckily your robot's CPU is always there to help out – indicating when

systems are in need of attention, and even guiding you through the lengthy ignition procedure.

We can't even begin to stress how cool this game is. After play-testing an early version recently we can safely say that this is one of the most innovative titles ever to be developed – and it's only possible on Xbox. This will change the way you look at videogames forever!







POWERSTONE MEETS WARNER BROS IN A BATTLE OF FISTS, WEAPONS AND WITS!

Publisher:	Infogrames
Developer:	Warthog
	1-4
Out:	October

ith so many serious games being brought out on the Xbox, it's great to see the more family-oriented titles beginning to filter through with the second wave of releases. In fact, Loons: The Fight For Fame should have the best of both worlds, as the four playable characters; Bugs Bunny, Daffy Duck, Sylvester and Taz all have that universal appeal that should attract gamers of all ages. The story goes something like this: Yosemite Sam is making a movie and each of the

characters is desperate to earn the leading role. And with this suitably loony story line the developers have been able to create some hilarious setpieces that would make Warner Bros proud. as it is fighting Borrowing more than just a little from Capcom's sublime Dreamcast fighter,

Powerstone, Loons is as much about learning the environments as it is about fighting. Each level is literally packed with Gizmos, and these can be used to inflict all manner of painful and comical injuries on your fellow combatants.

But where this game really excels is with its method of keeping track of the players' energy. Each character has a star rating that is indicated by a number of stars, and these can be reduced in battle – just like energy bars in a regular fighting game. However, at certain points in the game players can charge their life back up by demonstrating their star quality - usually by playing a musical instrument or something similar. When a character's star rating is full they can elevate themselves further by taking part in one of the retro mini-games included. Genius!













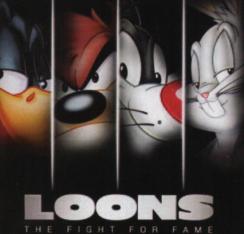
Loons is as

much about

learning the

environments







# **GALLEON: ISLANDS OF MYSTERY**

SHIP AHOY! GALLEON IS SOMEWHERE ON THE HORIZON...

Publisher: Virgin
Developer: Confounding Factor
Players .1
Out: December TBC

few years ago when the designers of Lara Croft left Core to start up their own company, they unveiled their first project – an adventure game called *Galleon*. Following in the footsteps of *Tomb Raider*, the game featured many of the same gameplay mechanics, including jumping,

echanics, including jumping, climbing, swimming and exploring, but with a much more cartoon-like pirate theme. At the time it was unclear which format(s) the game was in development for, but sometime after the initial unveiling, the company then announced that it would be released for both PC and console.

Since those early days the game has gone through a lot of changes and, by the time it's released, will have been delayed for well over a year. But judging by the latest batch of screenshots and info, the wait will have been well worth it.

In an attempt to try something a little different, Confounding Factor has designed *Galleon* to use tactile textures. In other words, try moving too quickly over a moss-covered floor and you'll slip over. Find a mossy cave wall, however, and you can cling to the moss to climb to exciting new areas. It may sound simple but it's actually an integral part of the game design. We should have more on this during the autumn.







### THE DREAM CAST

Some of the character designs may look a little out-ofdate, even Dreamcast-like, but once you see the work that's gone into the animation you'll know why. Whether it's Captain Rhama Sabrier, Faith, Mi Hoko or even any of the lesser-used characters, the movement and style is second to none. Walt Disney anyone?



# UNREAL SHOOTERS EVER CREATED! XBOX GOES LIVE WITH ONE OF THE BEST FIRST-PERSON SHOOTERS EVER CREATED! CHAMPIONSHIP

e've finally received new screens of the most anticipated Xbox game since Halo, and boy does it look good! Unreal Championship is the flagship title amongst the Xbox Live launch

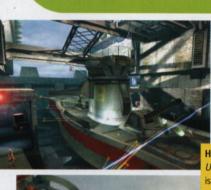
Publisher: ...Infogrames
Developer: ...Digital Extremes
Players: ...1-16
Out: ...November TBC

line-up, and will undoubtedly be the benchmark by which the upcoming Broadband service is tested.

Thankfully this looks set to deliver in just about every way it can. Up to 16 players can compete simultaneously online, either on foot or in one of the brand-new land or air-based vehicles – using some of the most destructive weapons ever seen in a first-person shooter. As you can see in these new shots, the arenas are absolutely huge to cater for such massive battles, and include some impressive set pieces to make things more interesting.

The designers at Digital Extremes have spent excessive time planning and perfecting the control on Xbox, and are confident that the new features they've added, such as double jumps and special moves, will enhance the game from its original PC guise. They've also added a number of unlockable features, making Xbox *Unreal* the definitive version to have in your collection.





HUGE ARENAS: As Unreal Championship is designed to be played by up to 16 people, the arenas have been made especially large to cater for such epic battles. With so many places to hide danger could be

around any corne

New features
will enhance
the game from
its original
PC guise

BIG GUNS: Picking up new weapons and learning their strengths will take you a long way towards winning a battle. Thanks to Xbox the effects produced

are stunning.

ARE YOU A PLAYER?: Up to 16 players can compete simultaneously online. Unreals fast-paced battles will benefit hugely from the Broadband Xbox

ive service.

GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES...

# **COMPLETE LISTINGS**

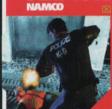
# SE SCHED

IF YOU NEED ANY MORE REASONS TO OWN AN XBOX YOU SHOULD LOOK NO FURTHER THAN THE DEFINITIVE XBM RELEASE SCHEDULE. IF YOU CAN'T FIND SOMETHING TO FLOAT YOUR BOAT HERE THEN YOU'RE CLEARLY NOT IN THE RIVER...

Aggressive Inline Antz Racing Bruce Lee: Quest Of The Dragon **Dead To Rights** 

Acclaim **Empire Interactive** Vivendi/Universal Namco

### DEAD TO RIGHTS



Namco's first Xbox release ooks set to take all the best eatures from Max Payne and splice them up with some cool new ideas. You can shoot oad guys over your shoulder, karate throw them, blast them as they land and even take

Mat Hoffman Pro BMX 2 Sneakers Splashdown

Swing! Activision Microsoft Infogrames

### SEPTEMBER

Baldur's Gate: Dark Alliance **Barbarians Battle Engine Aquila** Blade 2 Chase **Conflict Desert Storm** Crazy Taxi: High Roller Defender **Fila World Tour Tennis Furious Karting** Giants X **Gravity Games: Street, Vert, Dirt** Kelly Slater's Pro Surfer Largo Winch **Lotus Challenge** Mercedes-Benz World Racing Need For Speed: Hot Pursuit 2 **Pro Tennis WTA Tour** Rainbow Six: Raven Shield

Interplay Virgin Infogrames Activision **BAM!** Entertainment SCi SEGA Midway THQ Infogrames Interplay Midway Activision Ubi Soft Virgin TDK EA Konami Ubi Soft Take? Konami

### SHADOW OF MEMORIES



**Shadow Of Memories** 

Serious Sam

Starting out on the PS2, this Konami action RPG was sadly overlooked in all the anticipation for Metal Gear Solid 2. A solid game in its own right, Shadow Of Memories cleverly blends time travel and puzzle solving into stylised historical settings.

**Empire** 

THO

Eidos

THO

THO

Vivendi

Acclaim

Activision

Starsky And Hutch **Street Hoops Tetris Worlds TimeSplitters 2** The Thing **Turok Evolution** WWE: Raw Is War

OCTOBER

Armada 2: Exodus Metroid **Black And White** 

### OCTOBER

Colin McRae 3

Codemasters

### **COLIN MCRAE 3**



After RalliSport Challenge was released we though Xbox Rally games could get no better. Wrong! Colin McRae Rally 3 looks set to improve on every aspect of the Microsoft game. Realistic weather effects and car dynamics being two particularly strong elements

Ubi Soft

Vivendi

Midway

Empire

SEGA

Eidos

SEGA

Infogrames

Microids

Deathrow Fellowship Of The Ring **Freaky Flyers Ghost Master** GT2002 Hitman 2 **House Of The Dead 3** Loons Master Rallve **Mech Assault Rally Fusion: Race Of Champions** Rayman 3: Hoodlums World **Reign Of Fire** Soul Calibur 2 Superman Taz Wanted **Terminator: Dawn Of Fate Toxic Grind** Vexx XIII

Microsoft Activision Ubi Soft BAM! Titus Namco Infogrames Infogrames Infogrames THO Acclaim Ubi Soft

### NOVEMBER

Ubi Soft **Batman: Dark Tomorrow Blinx: The Time Sweeper** Microsoft Bloodrayne Vivendi **Brute Force** Microsoft **Dark Angel** Vivendi **Falcone: Into The Maelstrom** Virgin **Frogger Classic** Konami Geoff Crammond's Grand Prix 4 Infogrames

### GEOFF CRAMMOND'S GP4



 If you're an F1 fan the chances are that you've been pretty unimpressed with EA's predictable multi-format offering. Rest assured very soon you'll be able to get your hands on the very best F1 game of all time - Geoff Crammond's GP4.

Indiana Jones And The Emperor's Tomb Activision **Kakuto Choiin** Microsoft **Kingdom Under Fire 2** Phantagram Mace Griffin: Bounty Hunter Malice: Kat's Tale Vivendi Micro Machines Infogrames **Minority Report** Activision Mission Impossible 2 Infogrames NFL Fever 2002 Microsoft **Operation Flashpoint: Cold War Crisis** Codemasters **Panzer Dragoon Orta SEGA** Infogrames Rocky Rage

### NOVEMBER

Rolling Shaun Palmer's Pro Snowboarder 2 Splinter Cell

Activision Ubi Soft

### SPLINTER CELL

HIRI SOFT

Metal Gear Solid creator, Hideo Kojima, recently voiced his fondness for Splinter Cell. And it's not difficult to see why - the game has much in common with MGS but also blends many unique and innovative ideas into the mix. Definitely one to watch.

Star Wars Knights Of The Old Republic Activision Star Wars Jedi Knight II: Outcast Activision **Steel Battalion** Capcom Sierra SWAT: Global Strike Team The Elder Scrolls 3: Morrowind Ubi Soft ToeJam & Earl SEGA Tom Clancy's Ghost Recon Ubi Soft Tony Hawk's Pro Skater 4 Activision Top Gun Virgin **Total Immersion Racing Empire** TransWorld Snowboarding Atari **Unreal Championship** Infogrames Whacked! Microsoft X-Men: Next Dimension Activision

### DECEMBER

**ATV Quad Racing 2** Acclaim Battlefield 1942 EA **Big Mutha Truckers Empire** Deus Ex II: The Invisible War Eidos Dino Crisis 3 Capcom

### **DINO CRISIS 3**



So Resident Full is exclusive to GameCube? Well that won't matter once Capcom's other survival horror is released exclusively for Xbox. Dino Crisis 3 blends a solid 3D control mechanism with the horror and tension of Resident Evil or Silent Hill 2.

Galleon Interplay **Jurassic Park: Project Genesis** Vivendi LMA Manager Codemasters Maximum Chase Microsoft **Quantum Redshift** Microsoft Ridge Racer VI Namco **Strident Shadowfront** Phantagram **Ultimate: Blade Of Darkness** Codemasters Warhammer 40,000

### CONFIRMED FOR 2003

**Apprentice Wizard** Microids Crimson Skies: High Road To Revenge Microsoft Dronez Metro 3D **Dungeons & Dragons: Heroes** Infogrames **Futurama** SCi Gladius Activision **Kung Fu Chaos** Microsoft Lamborghini Rage Metal Gear Solid 2 Substance Konami **Midtown Madness 3** Microsoft **Monopoly Party** Infogrames Quake IV Activision **Racing Evoluzione** Infogrames **Rollercoaster Tycoon 2** Infogrames **Star Wars Galaxies** Microsoft Tork Microsoft True Crime: Streets Of LA Activision Twin Caliber Rage Infogrames Zapper

### TBC

007: Nightfire Alter Echo BC Brainbox **Broken Sword: The Sleeping Dragon** Charlie's Angels Counter-Strike Crimson Sea KOIF Dave Mirra 3 **Dead Or Alive Extreme Beach Volleyball Evil Dead: A Fistful Of Broomstick** Far Cry Fast And The Furious Freedom: Battle For Liberty Island **Harry Potter And The Chamber Of Secrets** Haven: Call Of The King ..... Kingdom Under Fire 2 Legion: Legend Of Excalibur Loose Cannon . . . . **Lord Of The Rings** Marvel Vs Capcom 2 **Mortal Kombat** Moto X **MX Superfly** THO NBA 2K3 SEGA NHL Hitz 20-03 **Nightmare Creatures 3** Ninja Gaiden Microsoft SEGA **Phantasy Star Online 2 Project Ego Phantom Crash Psychonauts** Shaun Murray's Pro Wakeboarder . **Shining Lore** Shoot To Kill: Columbian Crackdown Space Race .... Tennis Masters Series ..... The Matrix ... **Thunderstrike: Operation Delta** TOCA Race Driver ... Wolverine's Revenge **World Sports Car WWE Crush Hour ▼ PHANTASTICI:** SEGA Sonic Team again hits the mark with *Phantasy Star Online 2* 

### TOP 10 MOST WANTED

WE MAY BE A WEIRD LOOKING BUNCH BUT UNDER THE HORRIFIC SHELLS THERE LIE LIVING BRAINS THAT ONLY MANAGE TO TICK OVER EACH DAY THANKS TO DREAMS OF VIDEOGAME FANTASY. HERE'S WHAT'S ON THE MINDS OF THE XBM TEAM...

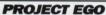
**POSITION** 

LAST **POSITION** 

GAME







Not a single day goes by when we don't think about playing this game. This real-time RPG has to be one of the most ambitious projects we've ever seen.







### SPLINTER CELL

After playing this game we can safely say that we cannot wait to get our hands on the final version. See our huge Up Front feature on the game in







### **DEUS EX 2: THE INVISIBLE WAR**

The first one of these games received an incredible amount of praise on the PlayStation2. This sequel hopes to double all efforts and we're not arguing.







### **METAL GEAR SOLID 2 SUBSTANCE**

A great game already but now it's getting some serious spit and polish treatment. Surely the idea of a skateboarding game is enough to warrant a purchase on its own.







### **UNREAL CHAMPIONSHIP**

We've heard so many good things about this title already that it's got to the point where we just want to play it! Far too many sleepless nights spent waiting.







### THE THING

Watching the human AI throw up at the sight of the Thing was enough to make us turn our heads and smile. This should make for the perfect survival horror game.







### PANZER DRAGOON ORTA

After some extensive play of the E3 demo we were left wanting more. The game clearly has a lot to offer but we're beginning to have concerns about replay value.







### **COUNTER-STRIKE**

This game is looking further and further away by the day. This is incredibly annoying, as we just know that when it comes out we're going to be lost for days on end.







### STAR WARS GALAXIES

When Xbox Live launches at the end of this year there are going to be many good games available to play, but we can bet that a lot of people will be waiting on this.







### **COLIN MCRAE 3**

With Project Gotham finished most people will be in need of another decent racing title to waste away the hours. Mr McRae should make for perfect company.



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# Microsoft®

**IUST** who does Microsoft think it is? Launching a games console with no prior gaming experience? We know of it because Windows powers our PCs, because we do our surfing with Internet Explorer, because our letters are typed on Word - not because of its games. Ah, think again, because it's not all spreadsheets and operating systems sonny, Microsoft is learning how to have fun.

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# Midtown Madness 3

**DEVELOPMENT TEAM: Digital Illusions** 

HOW LONG IN DEVELOPMENT: 18 months

OUT: March 2003

WITH two previous games appearing on PC, the *Midtown Madness* franchise has a certain reputation. It was the first game (yes, even before the PSone's *Driver*) to feature real cities, and those cities were pretty accurately mapped to boot. This Xbox version promises to be the most accurate, alive and breathing version yet.

This time round the action takes place in two cities: Washington DC and Paris but the focus remains largely the same: on madcap, over the top racing. You can assume a variety of careers, racing against other drivers and performing tasks within a time limit. There are some 50 missions in total with around 30 licensed vehicles that range from limos to sports cars to city buses and taxis.

Add to this some innovative ideas for online play and what we have is the Xbox's own answer to GTA3. Minus the mindless violence, of course...











### XBM: How accurate are the maps of both Paris and Washington DC?

Digital Illusions: Both Paris and Washington should have all the famous landmarks and most of the not-so-famous places that locals should recognize. The Champs-Elysees, Arc de Triomphe, L'Ecole Militaire and the River Seine are all there, as you would expect, but what you will also get is a real 'feel' for the city, with the musical soundtrack lending itself to the atmosphere, and a real feel for Midtown (you will see things like street mimes doing backflips as they try to avoid your out of control driving). The other thing to keep in mind is the sense of scale that these cities have versus previous versions of the game. Paris in Midtown Madness 3 will be nearly three times the size of San Francisco in Midtown Madness 2. The fact is that the cities will almost be to scale but we didn't want to simply replicate the cities while sacrificing on the gameplay essence of Midtown. That's why we opted to remove some of the side streets in Washington and Paris, and added alleys and shortcuts to enhance Blitz, Checkpoint and Cruise modes, plus the all-new Career mode.

XBM: Can you tell us a little more about the Career Mode?
Will you give us some examples of the objectives involved?
Digital Illusions: Well, for starters, we recognized that our stunt driver/London cabbie mode in *Midtown 2* could have used some

improvement. So we set our sights out on developing a truly robust and innovative Career mode that ensured consistency with the overall tone and character of the *Midtown* franchise.

The Career mode is actually comprised of a total of 56 missions and a total of 12 different (14 in all) 'Careers' or 'Jobs'. You will develop your character (you) as you literally climb up a career ladder by taking yourself through a variety of drivingrelated jobs/occupations. The point here is to successfully complete a series of missions per career in a designated vehicle, unlocking new careers, new vehicles etc along the way. Each career will be broken down into four parts, three of which have to be completed to advance to the next chapter. You can complete any three missions within the career, but if you decide to go back and complete the fourth, you'll unlock a bonus item of sorts. Think of progression in terms of starting off as a delivery driver, proceeding to, say, a taxi driver, then to a limousine driver and eventually to something like a police officer. As you are progressing through your career path, all of your actions and all of the missions are part of an overall story line. This is also captured by a series of cut-scenes throughout that give you a real sense that you are part of an all-encompassing story. Yes, there's actually an overall reason as to why you are doing this but if I told you what it was, then it would spoil all the fun, now

XBM: Obviously this isn't *Grand Theft Auto*, but did you consider allowing the player to change cars mid-mission?

Digital Illusions:: Not really. *Midtown*'s heritage, if you will, has always prided itself on the action that you sustain while IN the car. The concept of actually getting out of the car has never been considered because the car that you have selected is essentially the central character, with YOU as the driver.

### XBM: Will damage affect the control of the cars?

**Digital Illusions:** You will be able to damage your cars and the plan is to have the damage impact how well your car performs.

XBM: Can you disclose some of the online features of the game? What kind of things will be available to download? Digital Illusions: I can give you a little taste of what online will look like in *Micitown 3*. We will support Xbox Live, with up to eight players being able to participate in Blitz, Cruise and Checkpoint races. We will also have some specific multiplayer online game modes including the ever-popular 'Cops & Robbers', where some players will drive in police cars (the Cops) and others in non-police cars (the Robbers), all chasing after a pot of gold. Once the gold is picked up it would have to be delivered to either a hideout (for the robbers) or the bank (for the cops).

# MechAssault

**DEVELOPMENT TEAM: Day 1 Studios** 

HOW LONG IN DEVELOPMENT: 20 months

OUT: November 200



NOW here's a franchise that will need no introduction to PC gamers. The *MechWarrior* games have been a massive success on the PC – simulations of what it would be like to pilot one of these massive walking tanks if you like. This Xbox incarnation will take another approach, however. Taking it's cue (strangely enough) from the likes of *Halo* et al, *MechAssault* is an out-and-out shooter which has little time to acknowledge the PC's simulation games.

The first thing that we noticed about *MechAssault* was that you can blow up everything – that includes a city's worth of high rise tower blocks, skyscrapers and (ho, ho) schools. Oh, and these felled buildings can inflict damage on enemies if they're standing underneath.

In the game you'll be fighting your way through numerous missions, across a variety of landscapes, taking on everything that the enemy can throw at you – tanks, helicopters, troops (you should hear the screams when you squash 'em) and naturally Mechs.









### XBM: What were your criteria for bringing the BattleTech universe to console?

Day 1: BattleTech has a rich and interesting history in fiction, game design and in gameplay. The MechWarrior 'simulation' series has been wildly popular on the PC, but hasn't captured the imagination of the console audience to the same degree. So the first criteria was to give the player a fresh experience they haven't had in BattleTech. We've accomplished this with the frenetic action and having the game completely reinforce just how badass these Mechs are. In the game when you dodge an enemy shot, that shot may shatter the face of a building, or cause it to explode.... Real power! MechAssault reinforces the devastatingly destructive power of the Mechs better then ever.

The second criterion was to continue the gestalt of BattleTech... the depth and what we used to call the 'fractal zoom'. Which meant the closer you look the more you realize is there. Sure it's an action game, but we are providing the player an escape into the richly detailed and complex world of BattleTech. It's a fun place to be.

Our final criterion was that *MechAssault* had to keep up the long-standing BattleTech tradition of outstanding online play. With the infrastructure of Xbox Live we can provide a unique experience. Cooperative play is unbelievable with features like voice communication... we are pumped to bring this experience to console players.

### XBM: How does the story fit into the BattleTech universe?

**Day 1:** The Word of Blake controls a planet in a deep Periphery world and is about to bring sophisticated antiorbital guns online. As part of the Wolf Dragoons you are contracted to be first in to eliminate the threat of the antiorbital guns. Failure will put the Dragoon's primary landing force in harm's way. What could be more fun?

I guess you could say we are tangential to the *MechWarrior* story line.

# XBM: Naturally the game features mission-based gameplay, do your objectives change mid-mission? Day 1: We will keep the player on his/her toes with changing objectives, new objectives and, of course, more

changing objectives, new objectives and, of course, more than a few obligatory surprises. Weather and limited visibility will also challenge the player.

### XBM: Previous Mech games have had a real 'simulation' aspect to them. Why did you opt for a more arcadey approach on Xbox?

Day 1: We did a lot of research on 'sim' type games on console platforms. Few have done exceptionally well. MechWarrior PC is an excellent simulation of being a pilot in a Mech and managing the Mech itself. If you demand that type of gameplay then MechWarrior on the PC is your game. Believe me, there is a lot to look forward to in MechWarrior land. We felt we could enhance the console experience with a faster paced game. We are still reinforcing many core game design concepts established in BattleTech, but in a less rigid structure. So the player will have to manage heat, but if they push the envelope the Mech won't shut down in the middle of a battle. Instead weapons will not target effectively or fire as often if the Mech is heated up.

### XBM: To what extent can you customise and change the abilities of your mech?

**Day 1:** Players will choose from a wide variety of Mechs and customize their Mech during gameplay through collecting salvage from destroyed enemy. The Mech's capabilities can be dramatically improved through strategic salvage collecting.

### XBM: What can you tell us about how the game will work online?

**Day 1:** MechAssault will have many of your favourite multiplayer game types and a few styles of play that are unique to our product. The build-a-base version is particularly interesting with players fortifying their bases at the expense of tonnage and weaponry in their Mech. We also have some special plans to tie the voice feature of Xbox Live into our gameplay. I can't begin to tell you how cool this is.

## Kakuto Chojin

DEVELOPMENT TEAM: Dream Publishing How LONG IN DEVELOPMENT: 12 months

AND you thought Dead or Alive 3 looked stunning. Kakuto Chojin boasts visuals that make that game look positively last generation. Think bones breaking. Think sweat flying off an opponent's brow. Think muscles rippling. Okay, don't dwell on that but trust us, Kakuto Chojin looks the business.

It should play as well as it looks. Designed by Seiichi Ishii, the man behind (minor) PSone hit Tobal and (massive) PS2 hit The Bouncer, it has the pedigree to go up against the likes of Virtua Fighter and Tekken. Apparently the game boasts 'no canned reactions' and that every blow landed will cause a fighter to react in a different way.

XBM: Are the moves based on real martial arts? Which

Dream: Yes, all the characters will use moves that are based on real existing martial arts. The martial arts styles will include: boxing, karate, pro wrestling, capoeira and jeet

XBM: Apparently no two fights are the same and every punch, kick and counter move has a different effect. How exactly does this feature work?

Dream: An important element of the game is the smooth fighting animations and effects of attacks. This is being done to such a degree that gamers will be able discern differences in reactions depending on the circumstances of the attack. We are very focused on moving away from the very digital, formulaic motions of today's fighters where each reactive motion corresponds to a particular attack every time.

XBM: Does the damage that fighters take affect their ability to fight? If not, was this something that you discussed?

Dream: Of course this was a feature we discussed, as we understand other games are considering this. Our main focus of the game is to provide the best fighting experience. In pursuit of this we preferred to focus on other important features such as the fighting mechanics.







## Kung Fu Chaos Tork

DEVELOPMENT TEAM: Tiwak

DEVELOPMENT TEAM: Just Add Monsters How long in development: 12 months Оит: November 2002

Now here's a weird one. Famous film sets and frantic beat-'em-up action with all the stylings of Channel 4's Banzai. Think Dead or Alive with four players, with no real moves (just bash those buttons, man) and everchanging backgrounds and you'll have Kung Fu Chaos in a nutshell.

Fights take place on the Titanic, in the jungles from Jurassic Park and other such places, each with its own director who's only too willing to add his own comments to your performance. There's no knockout here folks points are awarded for finishing opponents off and knocking them out of the set: the winner is the one with the most points





Our: March 2003 Time travel. A 3D platforming adventure. Evil warriors who

How long in Development: 16 MONTHS

want to destroy the world or such nonsense. We've heard it all before. But Tork might actually be a little bit special.

You see, our hero can transform into three creatures: a bulldozing yeti, an armour-plated armadillo and a flying squirrel. So that's three abilities - the yeti can be used to start landslides, smash through walls and generally bust the place up. The armadillo is good for fighting enemies - curl him up and he becomes one dangerous bowling ball. The squirrel on the other hand is fairly weak but has the power of flight (kind of – check your natural history on this one) needless to say, mastering all three forms plus Tork's natural state is the key to making your way through this world.





## Also from Microsoft Game Studios...

#### Brute Force

Now this is going to be great. Four player coop, four different characters, big guns, big worlds, bad aliens. And we even said that without a hint of irony. While Brute Force won't be the next Halo (totally different, you see) it should at least match the fun you had with that game in co-op mode. Nah forget that. It will be much better.

### Blinx: The Time Sweeper

3D platform action with a twist. Stop, rewind, fast forward, slow down and record the action to help your way through a load of worlds filled with bad guys. This is what Xbox needs - innovative games that are only possible on this console.

#### **Psychonauts**

You play Raz, a cadet at a psychic camp, working on his levitation finals. Raz discovers that someone is stealing psychic children and using their brains for some dastardly purpose. You get to dive into the minds of bizarre characters (the platform bits) and put a stop to this evil doing. Oh, and while you're at it you also get to complete your merit badges in Telekinesis, Clairvoyance and Firestarting.

#### **Ouantum Redshift**

All you need to know: WipEout on Xbox. Developed by at least some of the original WipEout bods, this is the game 'they always dreamed that WipEout would be...' While we may not believe that for one second, Quantum Redshift is faster than the eye can see. And that, young sirs, is a good thing.















## Crimson Skies

DEVELOPMENT TEAM: Microsoft Game Studios How long in DEVELOPMENT: 20 months Our: October 2002

GameCube gets Rogue Leader, we get Crimson Skies. Ho hum. But never mind - apart from the Star Wars appeal of the former, the games are similar in structure. Crimson Skies is a fantasy game - one of those 'what if...' stories where Thirties technology is combined with modern technology to make, well, bi-planes and airships with mad weapons. Kind of like that black and white Flash Gordon serial...

You play Nathan Zachary: hotshot pilot and saviour of damsels. The game pans out with many mission-based objectives, ones that change mid-mission and so on. One level we saw made us sit up and take notice - set in a fantastical Chicago where skyscrapers just seemed to keep going up - the setting for dogfights was truly jaw-dropping!







YOU'RE IN THE MIDDLE OF NOWHERE, MILES FROM ANY KIND OF HELP, IT'S BELOW FREEZING AND GUESS WHAT? YOU'RE NOT ALONE...



## RECORDING TRANSCRIPT 1

Recording Transcript 1 Location: Antarctic Outpost 31 Date: 20 September 2002

Time: 22.47

After lesing centact with the science team a decision was made to send in a military investigation unit. Leading this mission is Captain Blake and Colonel Whitely. We arrived at the base on schedule at 0830 and so far have seen no sign of activity at the

The team deployed at the Nerwegian camp a few clicks away reports a similar lack of contact. After a quick check around the perimeter we're going to centinue our search inside as the sun is fading, and with temperatures hitting around -50 0 you can freeze to death within a new minutes.





DECIDES TO CUT OFF ALL MEANS OF ESCAPE!

Despite the fact this game is set in the open expanse of the Antarctic there is an immense feeling of claustrophobia in The Thing. Part of this stems from the inhospitable environments, but when you begin the game you also realise that there is no immediate means of escape. All forms of transport (including the horse you rode in on) lie burning around the camp. Still, that military training should come in handy.



SUDDENLY T ENGLISH SEASIDE HOLIDAY LOOKS ALL THE MORE TEMPTING!

Right from the moment you start playing you're thrown into the thick of it in this game - a meter pops up at the corner of the screen. This ticks down every time you're outside, like an oxygen meter would if you were underwater. Let it hit zero and you turn into a frozen lollipop! Later on watching the clock is essential but, thankfully, there are some guiding beacons in place on the main paths that light the way for lost souls.

The Norwegian who's chasing the dog towards the American camp at the start of the film is shouting in his native language at the disturbed scientists. Translated it is actually a warning. If only one of them spoke Norwegian!



## KNOCK KNOCK

IT'S GOING TO
BE YOUR HOME
FOR THE NEXT
COUPLE OF DAYS
SO YOU'D BETTER GET

If you've seen the film you should recognise quite a lot of the areas in this game. The developers have worked closely with Universal to ensure a certain amount of authenticity with the camp. Now if you're like us you're probably quite worried that this isn't going to offer enough of a play area, but as soon as you begin the game you realise that there's lots of exploring to do. As well as plenty of running.



already getting jumpy and to keep our guard up.

Power to most of the systems has been compromised and it's not much warmer inside than it is outside. After a quick inside some of the camp we're going to be set up a base of operations in the infirmary where ... wait a minute work god here.

...it looks like this is dealers



## RECORDING TRANSCRIPT 3

Location: Antarctic Outpost 31 Date: 20 September 2002 Time: 23.30

it's clear new that there are ne survivers.
We've received similar reperts from the
Nerwegian camp but communication is dying as
the weather versens. The bedy count so far is
the weather versens. The bedy count so far is
the weather versens of death. Nething obvious
corpses for causes of death. Nething obvious
is presenting itself at the mement but one
thing's for sure - all of the bedies have
suffered some very violent wounds.

The men are getting speaked and survival is new our utmost concern. Our engineer is trying to get all systems back online so we can explore the rest of the compound and try to discover just what has happened here before hang on a minute there is some movement of Jesus, what the f. OPEN FIRE!



## **800D TO 80**

NOW WE KNOW IT'S TEMPTING, BUT KEEPING YOUR TEAM ALIVE IS AN ESSENTIAL MISSION!

You begin the game with three men by your side. These are the engineer, a trigger-happy soldier and the medic. When you get injured (an unavoidable and usually frequent occurrence) you can call upon the medic to come and heal you. So it pays to keep them alive and, more importantly, keep them on your side. All you need to do is walk close to them to get healed. If only all medicine were that simple.



# LÉGÉNDARY REALLY SORT THE MEN FROM THE BOYS AND GO FOR THE HARDER DIFFICULTY SETTING!

The game includes a lock-on feature so you don't need to worry about lining up too much on the smaller targets. This is a godsend as targeting in third-person games is never quite as easy as in first-person shooters. Before you start the game you have to choose your difficulty setting. The tougher the setting you pick the tougher it is to get a lock-on as the game narrows the cone of vision for each weapon.



## LÊT THÊRÊ BÊ LIGHT

WHEN YOU'RE STUCK UP A CREEK WITHOUT A PADDLE, CALLING ON AN EXPERT IS A GOOD IDEA...

The engineer is one of the many brilliant ideas in this game. Throughout the game you're going to come across doors that cannot be opened and computer terminals that cannot be accessed. Some of these you can do yourself but at times you'll need a pro. To do this all you need to do is stand next to the problem and look at the engineer. He'll then help you out, enabling you to continue – usually into deeper trouble.



16 B.

Film director and master of horror, John Carpenter, agreed the script with developer Computer Artworks to ensure authenticity. He even provided his likeness and voice for one of the game's characters!





WHY CAN'T THERE
BE AN EVIL MONSTER
THAT LEAVES THE
CORPSES IN A
HAPPY OR EVEN
PEACEFUL STATE?

You knew it was coming. Hell, it's practically an obligatory requirement of the license! But this doesn't stop the odd tingle from dripping down your spine every time you come across one of the bodies in the game. The film was renowned for its gross special effects and that has translated well into the game. The further you progress the more bizarre the twisted hulks of human flesh become. A great family game.



## T WIST ED FIREST ART ER

REALLY QUITE
DEEPLY SATISFYING
ABOUT BURNING
HUMAN FLESH...

You get a variety of weapons in the game that includes pistols, sub-machine-guns, shotguns and so on, but pride of place has to go to the flame-thrower. Not only are the effects incredibly cool but you'll have great fun sweeping the devastating tool through a room full of Thing. It is especially handy when you have multiple opponents to take care of. Unfortunately, the ammo for this isn't quite as handy.



## RECORDING TRANSCRIPT 4

Location: Antarctic Outpost 31 Date: 21 September 2002 Time: 01.18

All these years of training, the werst case scenaries possible, aggressive tactical maneeuvres and situation centrol. All of it meant nothing...nothing! You can't train for this...

... We were attacked by some kind of mutated spiders. One man, Jones, was lost. His throat ravaged by one of the beasts. The engineer has been able to reboot the computers and we know now that these things are the result of some kind of infection brought across from the Norwegian camp by a dog. All contact has been lost with the other team so there is no way of warning them.

From the information we've gathered it makes sense to burn the bedies in an attempt to centain the virus, although we're not sure if this will have any effect at this late stage. There are some edgy looks developing amongst the survivors and team integrity is disintegrating fast. We need to hold it together.

## THING

In one special effects-laden scene of the film, director John Carpenter decided he wanted some flames added. When they were lit the entire room burst into fire because of all of the chemicals in there!

## DEST CONTROL

IF YOU THOUGHT THE FILM WAS SCARY JUST WAIT UNTIL YOU START TO PLAY THIS GAME!

When the development team realised *The Thing* license was a definite you can just imagine the ideas flying around the office. The whole point of the virus is that it can take on any form with relative ease and when it does finally explode it can turn into a biological mess that extends beyond normal comprehension. We love the variations on the spider heads from the film. Makes the *Halo* Flood look weak.

## THING

Two alternate endings were shot for the film. One showing a dog running off into the wilderness at the end and another showing MacReady (Kurt Russell) sat in a doctor's office successfully passing a blood test.





## RECORDING TRANSCRIPT 5

Location: Antarctic Outpost 31 Date: 21 September 2002 Time: 03.02

This is something you'd never imagine being said but it's comforting to see a grown man wet himself. We've been here now for just ever four hours but already the pessibility of infection is very high and to see a man lose bedily functions to see a man lose bedily functions. reassures us that he is still human.

At the mement things are still running smeethly considering the circumstances but you can feel the tension in the air. One team member has already tried to um...well commit suicide. We have now agreed to stick as close together as possible so we can watch each other's backs. At the can watch each other's backs. At the mement trust is of the essence. The medic has been reading up on some of the kind of blood test that can be used to show infection. We're about to test that memining what do you think you're...gi that back...



### FEAR OF THE DARK EVEN GROWN MEN CAN CRY. UNLESS, OF COURSE, THEY HAPPEN TO WORK FOR XBM...

At several points in the game you're going to have to deal with the odd nervous breakdown or two from your colleagues. If they see something gross or have a nasty encounter they start to get afraid. Once their fear meter reaches a high level they can get a weak stomach and throw up, empty their bladder or even drop to their knees and pray for a saviour. Keeping them sane is easier said than done.



## THE EASY WAY

WHEN IT ALL GETS TOO MUCH IT'S TIME TO TAKE SOME SERIOUS ACTION OR THROW IN THE TOWEL!

When all trust is lost in a NPC and fear levels are running high it usually means a character is way beyond saving. It's at this moment that they often try to take their own life to escape the insanity! This will be attempted at the first possible opportunity but obviously if they have a gun to hand it makes the process a lot easier. It's incredibly comical to watch a deranged man try to electrocute himself.



Developer Computer Artworks is well known for creating a variety of visual organic animations for all forms of media. This has included amongst other things work on the 20th Century Fox film Hackers.



## TRUST NO ONÊ

YOU KNOW WHAT THEY SAY · KEEP YOUR FRIENDS CLOSE AND YOUR ENEMIES EVEN CLOSER...

The trust factor is one of the most important elements of the game. The trust levels held between you and the other team member's change constantly. When trust levels get critical you can win someone over in a variety of ways. For example you could give them a loaded gun, kill some Things in front of them or perform the classic blood test whilst they're watching. Losing this trust can severely affect your health!



## RECORDING TRANSCRIPT 6

Location: Antarctic Outpost 31 Date: 21 September 2002 Time: Unknown

The situation has gone beyond recovery. There are only two of us left new and it's obvious that this 'thing' has won. Just before the attempted blood test a huge creature just expleded out of ... out of ... urgh I'm going to be sick ... ...we were split up after the monster presented itself and new I'm net sure if I'm the only one left or if we're both infected. It doesn't really matter any more. Nothing matters. We found a room lined with tubes that were full of weird creatures ... there is no way to stop it ... too intelligent ... been here since time began. ... just hepe to god they den't send in another team ...



## MR RIG

YOU'D BETTER HOPE YOUR GUN DOESN'T LOCK WHEN YOU'RE BATTLING ONE OF THESE!

We thought there were only seven layers to hell. Apparently we were mistaken as this game has 11 levels and as you get closer to the end you're guaranteed some seriously ugly bosses. Breaking the game up in this way makes for some faster paced gameplay compared to normal survival horror games. A set number of levels with missions just wouldn't work in a game like *Resident Evil*, but here it fits perfectly.





## DOG SOLDIÉRS

WONDERING WHAT HAPPENED TO THOSE CUTE DOGS FROM THE FILM?

Fans of the film are going to be pleased to hear that there are loads of references and in-jokes to be found throughout the game. It's great to see some of the familiar faces from the film — even if they are twisted into some horrific shapes. Everyone must remember the pack of dogs? Now check out this weird mess of dog heads that you have the pleasure of destroying. Gross yes, but very cool all the same.

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GRAN TURISMO 3

PROJECT GOTHAM RACING





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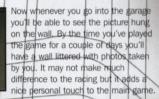
The race replays are always a good idea in practice but in most games you end up skipping over them like a child playing hopscotch. Not here...



When the replay begins at the end of the race you're asked to take pictures by pressing ●. This freezes the replay action and saves an image of your skills or mistakes. Unfortunately, the camera must be low on space because you're only given six shots to play with. Make them good!



Once you're done and the replay is over you get to see your six shors in all their glory. Now all that's left to do is choose one image to keep for good. The remaining five images are then discarded. The one worthy picture then saves to the hard drive allowing you to look at it again any time you want.



## TEST DRIVE

Forget the written exam, threepoint turn, reverse, park and emergency stop. This is what a real driving test should be...

Just like *Gran Turismo* this game includes a licence test that has to be passed at several stages throughout the game. However, these aren't quite as harsh as the tests found in that famous PlayStation2 game. If you go off the track or bump a wall in Sega GT it's not instantly test over. Instead a meter down the right hand-side drops down. This means you can still afford the odd mistake.

3 st / ]
TOTAL TIME
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## WE

There's a load to do in this game and you'll be having so much fun that you'll want to see it all.



∑0€!M 045



## DEVELOPER INTERVIEW

WE TRACKED DOWN GUY WILDAY, HEAD OF STUDIO AND PRODUCER OF THE COLIN MCRAE SERIES, TO QUIZ HIM ABOUT THE LATEST INSTALMENT ON XBOX...

## XBM: How many different tracks can we expect in Colin McRae 3?

Guy Wilday: Well, it's eight country rallies, with six stages to each plus a Shakedown practice stage and a Super Special stage. CMR3 is much more, about just the number of cars and the tracks. It's much more about getting across the passion of being a professional rally driver in a championship contract. This new vision for CMR3 can be summed up with 'you are Colin McRae...' It's centred on the player becoming McRae and the pressure of competing as he's given a three-year contract to win a series of championships for Ford. The focus on this allows all the McRae elements – such as the Focus car itself – to be hugely detailed in both looks and physics.

#### XBM: What cars are featured in the Xbox version? Are they the same as in the PS2/PC games?

**GW**: It's the same cars for all versions of the game. A lot of people thought because you are Colin that it was just the Focus in the game. Not true. It's one of a load of cars in the game, all of them modelled and replicated to the same level of detail as the Focus.

We've got this lot: Citroen Saxo Kit Car Citroen 2CV Sahara Citroen Xsara Kit Car Fiat Punto Rally Car Lancia 037 Ford Focus RS WRC 2002 Puma Rally Car 1986 RS200 MG ZR Rally Car Mitsubishi Lancer Evo 7 Subaru Impreza WRX (44S) Subaru Impreza 22B Sti And there are bonus cars to be discovered!

## XBM: How has the extra power of the Xbox been utilised to improve the *McRae* series?

**GW:** The Xbox hardware is excellent and it's been an adventure exploring what can we can do with its capabilities. I've been most impressed with what it has allowed us to do graphically, the visual effects are superb—we're incredibly proud of them. Also, there's the Four-Player mode exclusive to Xbox.

## XBM: How long has the game been in development?

**GW**: We've been working on it for around 18 months now.

#### KBM : Will cars offer complete damage?

**GW:** Oh yes, and in great detail too. We've built each car at around 13,000 polygons (it was 800 in *CMR2*) and we've upgraded what was already a damned fine physics engine – so, you get the cars both handling and damaging correctly.

#### XBM: Are the environments destructible?

**GW**: Certain elements are – including the stage barrier tape – y'know the red and white tape that blocks certain routes. Usually in games that flimsy tape is a 'wall', not here: you can snap it and leave it flapping in the wind.

XBM: Are there multiple routes on all courses? **GW**: No, stages follow an A to B route.

#### XBM: What secrets are there to unlock?

**GW:** The bonus cars are real treats, including a very big surprise one (literally...).

## **XBM**: Were you tempted to take the *TOCA* route and add a new story mode?

GW: Not as dramatically as its done in TOCA, but what we want to achieve is to give the player a real feeling of being McRae, facing what he has to over three years of international rallying. The Championship game isn't just a 'start stage, race car, end stage' construction of its previous incarnations, which were pretty start-stop games. So between the rally driving, the game continues to flow, blended with stage starts, stage checkpoint, end stage and service area sequences. It's these sequences, when the Ford team attends to the Focus itself, which build the atmosphere of actually being part of a championship rally team.

XBM: Did the same team responsible for the first two games make this one? GW: It's a mix of some key people

from the



previous titles and some fresh talent, and that mix works very well.

## XBM: Any chance of a Xbox update of the first two games – maybe a budget release...?

**GW**: We're hoping this game captures the great playability that has been *CMR*'s trademark all the way along.

#### XBM: What next for the CMR3 team?

**GW**: After the Xbox and PS2 editions, we're then turning our attention to GameCube and PC versions. Then a holiday...

## HARD SEL

"WHAT MANY GAMES
HAVE PROMISED, COLIN
MCRAE RALLY 3
DELIVERS IN
IMMACULATE DETAIL"

CODEMASTERS PRESS RELEAS

## "YOU REALLY WILL HAVE TO GET INSIDE MCRAE'S HEAD AND MASTER EACH SURFACE"

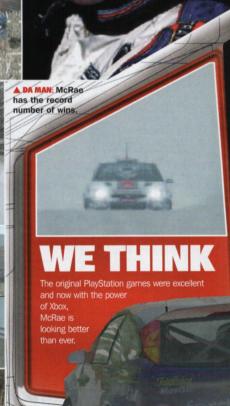
with the third game, the Ford Focus is made of 14000 polygons, enabling a much greater level of realism – a fully authentic interior is complemented by the models of McRae and his co-driver Nicky Grist who sway around realistically throughout – Grist will often grab hold of the car's roll cage during the more hair- raising race periods!

When you are not playing through the Championship in the Ford Focus, you'll be able to get behind the wheel of all of the other cars featured in the game ranging from the Fiat Punto Super 1600 to the Mitsubushi Lancer EVO 7. The game offers three 4WD vehicles, four 2WD models and also a series of bonus vehicles to unlock as you get more proficient.

The main CMR3 Championship mode takes you around the world, across eight different rallies from the rain-drenched UK leg to the dirt challenge of Australia. You'll need to gain points on all legs if you are to get near that elusive title, so it's no good just getting the hang of the

tarmac courses – you will have to get inside McRae's head and master each surface. You might want to clear some space in your diary before picking this one up. *CMR3* should please anyone looking for a serious Xbox racing challenge.





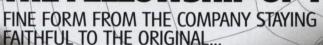


## THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING

One of Gandalf's attacks

is the staff of lightning.

October



Ithough gaming giant EA has snapped up the license to make games of The Lord of the Rings movies, Vivendi Games achieved a coup by snapping up the license to the original texts. In a deal with Tolkien Enterprises, Vivendi has been granted the license to create games based on The Fellowship, The Two Towers and Return of the King, as well as the precursor to the trilogy, The Hobbit. Although the creation of The Hobbit plus the PC and PS2 games have gone to Sierra Studios and Surreal Software respectively, WXP has been working considerable longer on this Xbox title, with over two years of development time in the bag.

The game takes the player through the story of the first book, including elements of the tale that were omitted from the film. Tom Bombadil and Old Man Willow, who played an important part in the story of Frodo's travels, were nowhere to be seen in the film: an error which WXP is keen to rectify with this game. You play as one of three of the story's key characters, Aaragorn, Gandalf and Frodo. Each character has their own particular talents and abilities: Aaragorn has the simplest combat dynamic, being the main proponent of the game's melee-based fighting, but WXP has added to his swordplay skills by giving him a long-range attack in the shape of a Legolas-style bow and arrow. Gandalf is a well-rounded character who has access not only to his sword but also to spells, which he casts with spectacular finesse using his staff. He can throw fireballs, confuse the enemy, hurl lightning and crash the staff to the ground to create an earth tremble, as well as heal himself - swapping mana for health in the heat of battle. Frodo is a strategic character whose main strengths lie in his stealth and the fact that he carries with him the one Ring, which he can access at any time and become invisible.

Including some of the most memorable areas from the book, The Fellowship takes you on an epic quest to The Barrowlands (again, missing from the film), Bree, Weathertop, Lothlórien, the Mines of Moria and more. Every environment depicted has been custom built, with every texture created individually, demonstrating the passion and the flare which the talented and dedicated team at WXP brings to the game.

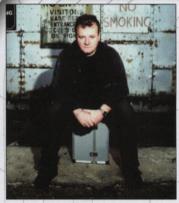
The version XBM played in Seattle was beautiful to look at, outdoing its counterpart on the PS2 by a clear length. If their version of Harry Potter on the PSone was anything to go by, they should be leagues ahead of EA too...











## XBM: Where did the game name come from?

**GC:** The vehicle the player pilots in the game was referred to as the 'Battle Engine' from the very start of the project, after a while we referred to the game as *Battle Engine* too, it just stuck. Aquila was basically added later. It had been in the game all along as the central character Hawk's surname.

XBM: The Rage game Gun Metal also features a land/flight combo unit. What makes your game different?

GC: While the games are superficially similar in that they are takes on the strangely heglected shoot-'em-up genre, Aquila comes at this from every different angle. The backdrop to the action isn't a set of scripted missions; each level is a highly detailed simulation of a battle between the Forseti and the Muspell. This

## **DEVELOPER INTERVIEW**

WE WERE GIVEN THE CHANCE TO QUIZ THE CO-FOUNDING TECHNICAL DIRECTOR AT LOST TOYS, GLENN CORPES. HE TOLD US ABOUT THE GAME, BEING ECO FRIENDLY AND, ER, SKATEBOARDING...

uses some very advanced AI, some of it beyond that seen in the best RTS games. The player could choose to simply watch the battle but if he does this, the Forseti will invariably lose. The player's role is to tip the balance of the battle such that the Forseti win. This means that there are strong strategy elements to the gameplay despite the fact that the game is a hard-core shoot-'em-up.

XBM: So you have allied troops then?

GC: The allied troops are vital and are what makes Aquila unique as a shoot-'emup – the player's task is not only to take out the bad guys but also to protect the Forseti forces. This isn't achieved by feeding the player specific missions, it's all organic. For example the player might notice a squad of Forseti tanks about to be ambushed and take out the ambushers.

There are many places in the game where flying behind enemy lines and taking out an enemy base or ensuring your full force survives to do it for you are equally valid tactics. It was very tempting to add control over the other Forseti units, so you could call up air strikes or move squads but we always stayed true to the your guns ONLY interface. The world needs an arcade shooter in a unique environment far more than it needs another cross-genre mutant.

XBM: The game looks fantastic. The Xbox must be a developers dream come true?

GC: The Xbox is a great machine, very familiar to those who have used DirectX on the PC, with very little of the low level hardware juggling needed to get the best out of certain other machines. The CPU also has the raw power to handle well structured Al code without having to worry about months of chip specific optimisation. At the end of the day, there will always be more innovation on the machine that's easiest to program. This has always been true with consoles.

XBM: What kind of multiplayer options are there?

GC: Three modes: Players can co-operate on a series of specially tuned levels, a version where each side has a battle engine and allied troops and a hard-core deathmatch where players rack up the kills against each other.

XBM: The watery game world exists as a result of massive pollution. Are you environment friendly at home, recycling bottles and such?

GC: I do actually, even more radically I often cycle instead of

driving my car. My flatulence almost certainly means that my net effect on global warming is still very negative though.

XBM: If you happened to be stranded on one of the islands in the game, what three things would you take with you and why?

GC: This year, after a 22-year break, I've got back into skateboarding. I think I'd take a 48 inch cruising longboard with big, fast wheels, a 36 inch mid-sized board for riding ramps made from Muspell debris and a little modern board with rock hard wheels to practice the ollies and flips that old gits like me find so hard. Is that a little bit pathetic?







80mph where my car would've ended up in a ditch. It was unbelievable. The other drivers on the road have got massive

respect for Lamborghini.



WAR OF THE WORLDS LOTS OF DRAGONS

WORDS: WILL JOHNSTON

HERE THERE BE DRAGONS



heck your calendar, it's the year 2002 right? Well here's a film that 's set in a postapocalyptic future. Check two, it's about a war between Man and... an unstoppable force - namely dragons. Yes indeed, it seems that dragons have been with us for centuries only to be awoken from their noble slumber when workmen piss them off by bumbling into them underneath the extension of the Jubilee line. Seems that even London dragons are wound up tighter than a spring. Right, only Matthew McConaughey

(an American ex-marine) and Christian Bale (a bloke who lives in a Castle, apparently) can make like a pair of St George and Mad Max's offspring and save the world from a... wait for it...a REIGN OF FIRE!

Enough of that utter hooey, what of the game that's based on this soon-to-be-classic title? It's a thirdperson action game where you, yes you, take on the role of either the saviours of mankind (Matt and Chris) or the far groovier dragons (names as yet undisclosed).

Fire burns. That's a fact that Reign of Fire hopes to

demonstrate to unbelievable levels, we understand. Fire, and all the fun associated with it, will be at the crux of ROF's gameplay. As the humans you'll have to learn how to fight flames, control blazes (is that the same thing?) and create wet areas so hell's heat cannot cross, via the surgical use of a hose and more exotically water grenades. You'll also be killing dragons, of course. You've got armoured cars, jeeps and tanks at your disposal as well as fire trucks and it would be a damned shame to waste them.

From the dragon's point of view you're minted, since not only do you go through three age stages, each with its own special ability, you can fly as one of several variants; Napalm Breathers, Dive Bombers Fireballers and Spitfires. Each of these flying adverts for Listerine will handle differently as they use pretty fire effects to scorch the earth of Chris's and Matt's the world over. The developers reckon it will play like a cross between Twisted Metal Black on the PS2 and Draken on the PC. We have every reason to believe them.





XBM: Does the game's plot follow the arc of the movie's and are you striving towards giving the game a cinematic fee!?

MW: The basic premise for the film is carried into the game. The player in the Human missions plays the part of a resistance fighter starting at the Norfolk stronghold, defending the fort from the dragons before joining Van Zan's Irregulars at Dover and eventually facing the final conflict – the father of all dragons in London. The player in the Dragon missions effectively gets to play the game in reverse, wreaking havoc and mayhem as they try to burn the humans from the face of the earth.

XBM: Which games would you cite as your main influences during the development of the game? MW: There were a few games that we liked certain aspects of and wanted to incorporate in Reign of Fire – Twisted Metal Black and Vigilante 8 were a couple for the human and vehicular side of things. On the dragon side we looked at Draken – in terms of getting something of a feel for what did and didn't work in the flight models.

We also had a great deal of experience to draw on internally as so many of the team had worked on flight games before.

## **DEVELOPER INTERVIEW**

WE HAVE A BRIEF CHAT WITH MARK WASHBROOK, THE EXECUTIVE PRODUCER OF THE GAME MANY ARE CALLING REIGN OF FIRE...

**XBM**: We read a lot about *Reign of Fire's* 'reactive fire effects'. How will they affect gameplay?

MW: In order to recreate the way that fire spreads in real life, Kuju has created a completely unique and new 'reactive fire system'. This pioneering technology means that every single item in the game is flammable, each has its own flash point, burn rate and the ability to set alight items near it. Essentially the fire 'lives', it moves from object to object, heating its surroundings as it burns. For example, a small crop fire left unchecked will quickly spread, engulfing everything in its path from humans, to livestock and also some of the military hardware.

On top of the fire system sits a sizeable number of special effects controllers linked into the engine's particle systems. For intense fires on some objects these systems create the main fire effects, fire detail effects, sparks and smoke. For a small fire containing just 30 objects this system may contain over 2000 active particles at any one time. With this level of fire control and effects, it wasn't a huge surprise when we started to hit the PS2's drawing limit. Despite requiring very little CPU time, *Reign of Fire* pushed the PS2 to its limits to render its fire. With such a system in place the aesthetics of the fire had to equal the realism of its

behaviour. Using an advanced particle and level of detail system, large scale fires look great no matter what your viewpoint. Whether you're far away looking at a cloud of smoke rising from behind the hills, actually on top of the hill as you survey the inferno below or up close as the fire rages around you with smoke and spitting embers obscuring your view, it always looks realistic.

This fire system has generated new levels of firefighting gameplay: with precious few crops left to feed the surviving human outposts, players will need to fight fires quickly and effectively. To do this they are given access to an armoured fire engine equipped with a water cannon and water grenades. Smart players will quickly learn that in addition to extinguishing fires they will need to douse the objects around fires to make them wet and make them harder to set fire to: thus creating natural fire breaks. The result is a dynamic gaming environment that's constantly evolving and challenging players to keep both the dragons and the resulting fires at bay.

XBM: Did you decide to give the player the choice of playing as both humans and dragons from the outset or was this implemented later on in the development cycle?

MW: When we first read the script the obvious thing to do was to create a game

where the player was one of the lead actors from the film, battling the dragons to the death. However, the one thing we felt would be really cool would be to play the dragons. To be able to fly over the terrain, destroying everything in your path and feel the power that the dragon embodies was just perfect for a videogame. From a game design point of view this also allows the player to complete missions battling against the dragons and be able to play the mission as a dragon.

**XBM:** Are there any features you didn't manage to get into the game but really wanted to.

MW: It was our intention from the outset to really push the engine to its limits in order to deliver the special effects and environment that we felt would be expected of the game. In order to do this, the technology has been very heavily optimized to make the game look and feel as good as it does, had we added a multiplayer feature we would have had to compromise these aspects and the environments.

XBM: Would the game could have been made stronger by focusing on just one side of the battle?

MW: Nope – we feel that both sides of the game lend themselves brilliantly to a balanced and thoroughly enjoyable gaming experience.





## YOUR NO.1 SOURCE FOR DEFINITIVE XBOX REVIEWS



just love living in an age of nextgeneration consoles?

An age where multi-format games can flourish and breed like a field full of horny rabbits. Excluding the import games, all of the big releases this month are being presented across at least one other format and quite frankly this sucks! Whenever a game has been created for more than one format it's obvious that the developer hasn't had the time to take advantage of the particulars of each system. The Xbox deserves better than this. We don't want the same games looking a little bit nicer; we want exclusive titles that make our eyes bleed with glorious visuals. This isn't too much to ask. Is it?

Vikee

MIKE RICHARDSON

GAMES EDITOR

## THE GREAT XBM SCORES...



Stunningly original, games don't get any better than this!



Brilliant game lacking only in ultimate ambition.



**Excellent piece of work needing** the odd refinement. Good, fans of the genre should



overlook the rough edges. Above-average game but no real depth or detail.



Average at best, anything here is surely flawed.



Crap game with scrappy graphics and no originality.



Painful to play, heaped with bugs and no gameplay.



Diabolical game that only offers pleasing cover art.



It boots up! A game to avoid at absolutely all costs.

ALL CHANGE PLEASE! IN AN ATTEMPT TO BRING YOU THE MOST DETAILED, ACCURATE AND HONEST REVIEWS AROUND WE'VE HAD A RETHINK... YOU'LL NOW FIND MORE IN-DEPTH INFORMATION ABOUT THE LATEST XBOX GAMES HELPING YOU TO MAKE THAT VITAL PURCHASING DECISION. HERE'S A RUN DOWN...



#### INFORMATION

7 Here you'll find all the info about the game in question: who's the publisher, who's the developer, when the game is out, how many players and so on. You can also see what games the developers have worked on before and check if there's any extra stuff on our

### LOOK AT THIS!

7 From here it's easy to see exactly what's going on in the game screen. We'll highlight any points of interest for you or any points of rubbishness.

#### XBM INFO

find snippets of info. Sometimes they'll be useful, other times they'll be trivial - but always informative.

7 Dotted around each review you'll

### FIRST LEVEL

7 This where we take you through a key level of the game and pick out the highlights and (sometimes) the lowlights. This way you'll get a good idea of what to expect and if the game is actually any cop.

#### CONTROLS

→ Here you can see how the game works with regards to the Xbox controller. We'll show you some of the interesting moves or controls, just to give you a feel of what it's like to play.



# CONTROL BOCK DICT

#### THE NITTY GRITTY

7 In every review you'll find boxouts like this which explain important aspects of the game in detail - the characters, the story, whatever - we just want to give you as much info on the game as possible!

#### X OR Y?

→ The X-Factor is something in the game that only the Xbox could do, something that makes the game stand out from the crowd. The Y-Factor is the exact opposite and only applies to rubbish games why, oh why, oh why...

#### 2ND OPINIONS

**对** XBM reviews will always give you more than one opinion on a game, the bigger reviews may even get a third opinion! This way you get a more balanced view and a score to trust at the end.

#### THE RATING SYSTEM

→ As well as an overall score XBM also breaks the game down terms of the graphics, the quality of the sound, the gameplay on offer and how well we think its long term appeal might be to YOU, the gamesplaying public. All are scored out of a possible ten; giving you the most comprehensive coverage of all Xbox releases.



### **64** AGGRESSIVE INLIN

It seems a certain Mr Hawk may have just met his match...



#### **68 SPLASHDOWN**

Hold on tight for this high-speed aquatic ride!



IMPORT REVIEWS

The Elder Scrolls III: Morrowind

Bruce Lee: Quest of the Dragon

**UK REVIEWS** 

Conflict Desert Storm Aggressive Inline

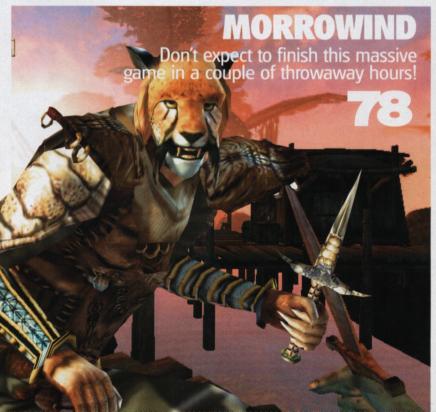
Crazy Taxi 3: High Roller

Splashdown

**WTA Tennis** 

Antz Racing

Take on the role of the master and beat villains to a pulp!



## **REVIEWS INTRODUCTION**

## MMXBMRPG

64

68

70

72

74

78

When we talked about having a little bit of roleplay in the office this wasn't really what we had in mind, but hey, we can live with it...

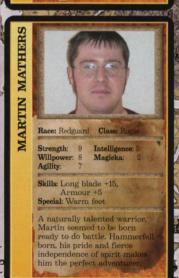












y. All Rights Reserved



20EIV

Ascadian Isles





# DESER

AN ELITE TEAM OF FOUR MEN ACHIEVING WHAT THOUSANDS COULDN'T...

can vouch for!) but just like a visit to the beach it does have its drawbacks. Whether you like it or not you're going to be finding irritating collections of sand for weeks to come afterwards. And this pretty much sums up Conflict Desert annoying rough grains of sand that cause

based around the Gulf War and the covert operations that went on in Kuwait during that time. The missions in the game are supposedly based on real missions that took place during this time. Since a lot of the information on those operations is classified it's kind of difficult to know what to think - whatever the case, we think a pinch of salt should be

missions or not) this game is full of the usual kind of objectives that you find in most games. You know the ones where you have to retrieve items, blow up targets, rescue people and escort civilians. It's a sad vicious circle really because as far as videogames go it's difficult to see where any original ideas could come from. The good thing about Conflict Desert Storm though, is that all of the missions that get thrown at you (unoriginal as they are) fit quite nicely into the settings of the game - helping to heighten the realism.

The developer hasn't really pushed the boat out on the realism front (more like



WARZONE 2100

WALLPAPER







☑ The Gulf War marked the first major use by American forces of depleted uranium ammunition Although it produces low level alpha radiation it is extremely dense allowing tanks firing it to punch through armour plating

a small canoe) which is a good thing as the playability hasn't been ruined. However, the game is quite tough and if you do make a mistake you get to know about it pretty damn fast! If you get on the wrong end of a gunfight you're going to die. Very harsh but don't fret, just like in the movies, good guys don't go down that quick. On the first knockdown a man is wounded and you have a certain amount of time to reach them. Get

there before their life force ebbs away and you can revive them! This is quite amusing if they've been riddled with lead but, hey, if this game was

For most of the missions you find yourself performing a kind of trial and error scenario, as completing any one first time out is very unlikely. Controlling each combat situation when it arises is the most important factor of completing a mission. Basically you want all of your men set up before anything kicks off and you definitely want to be the one that fires the first shot. The game can get very frustrating at times - especially when your cover is broken by one of your own team being controlled by the

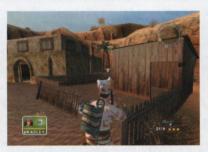
If you've got the patience you can set up some really well orchestrated attacks complete with crossfires to cut the

enemy in two. Once you get used to the command controls ordering your team around is simple enough, but the option is also there to move each of the four individually. A painstaking process. This however, does highlight a few problems with the movement controls, which can be slightly awkward. Getting around isn't as easy as it should be and for the most part the reason for this is the auto aim (cannot be switched off) which constantly turns your character, slowing them down. Not what you want when trying to position three AI controlled soldiers and get on top of a battle.

You can cut out a lot of the hassles by playing in the Two-Player Co-op mode



**BLACK HAWK DOWN: One level requires** your team to defend a downed chopper.



**SLAUGHTER:** Even goats are your enemy. Look at them. They're evil. Kill them!







**ISE PARTY: Take one of** the fortified enemy bunkers and you can make use of it yourself.

## **DUCK** HUNT

**Humans** weren't the only victims of the Gulf War you know. Do your part in history by capping a few birds...

Wherever you find an enemy camp you're going to find a flock of birds circling overhead waiting to pick off the scraps of food. It's a very tricky shot but with enough patience you can pick one of the birds out of the sky! Sadly, it appears as though the developer was feeling a little bit guilty because after plummeting a few metres the bird recovers and flies off again. Where is the satisfaction in that?







where each man takes two troops each. This is the most appealing feature of the game. Be ready to argue over who gets the sniper! We suggest a quick fight to the death to settle this one. There is also a four-player mode but this isn't recommended as it does make the game quite noticeably slow down. Quite why this is we don't know as there is no reason for there to be a drop in frame rate at all. The above-average visuals that are on show in Conflict Desert Storm certainly shouldn't tie up too much of the Xbox power.

After seeing the early preview code on this game we were very surprised (and impressed) when the final review version came into the office. Earlier copies of the game suffered quite hideous fogging in some barren levels with only a sprinkling of detail. All of this has changed as more ruined buildings have been added and the fogging pushed back to a now playable distance. There are occasions when you play a

## THERE'S NO 'I' TEAM'

Throughout the first few levels of the game you're introduced to the characters that make up your squad. They're an ugly bunch but they get the job done. Just like the XBM team...



### LEADER

This is your squad leader and general all round badass. His default weapon is the rifle but you can pretty much play around with any weapon you want, and after a while the accuracy does increase. He is the perfect team member for both attack and defence. Unsurprisingly, this is the first man you get your hands on in this game.



### STEN FILE

You may be in the middle of a war zone but that doesn't mean a little bit of subtle play isn't required. This stealthy chap comes equipped with a suppressed automatic and a suppressed pistol for quiet kills. Use this man wisely and you can clear out large areas without much trouble. You need to keep an eye on the ammo though.



## SNIPER

The sharpshooter of the bunch is this attractive looking man. A sniper by trade he comes equipped with a long-range gun allowing you to pick off targets way before heavy combat kicks off. This is a good character to set up under CPU control prior to an attack, in a nice high position where he can provide decent cover for the team.



### DEMOLITION

If you want a thorough job done then the only soldier you need call on is the less than subtle demolition man. He comes equipped with a massive chain gun that spits out an obscene amount of rounds, some anti-tank mines and a few bits of plastic explosive. You also occasionally get a few rocket launchers thrown into the deal!







(LEVEL 1) RESCUE

# **IAILHOUSE**ROCK

You're thrown in the deep end right from the start in Conflict Desert Storm as you're sent on a one-man mission to break one of your team members out of the slammer. The Kuwaiti drinking laws are obviously a little too strict for our SAS boys!



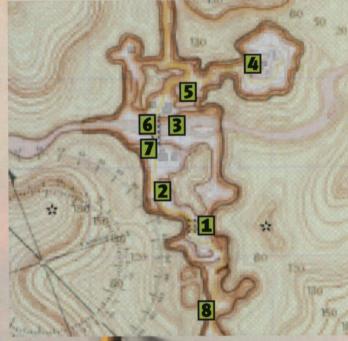
Teleckpoint

☑ Your first problem is this bridge being held by a few soldiers. Slip out your knife and try to take them all out unnoticed.



FRONT DOOR

☑ Past the checkpoint you've got a choice of directions. Head left and you're confronted by several towers and guard posts.



LEVEL 1) RESCUE

THE EASY WAY

☑ Go to the right and you can sneak around underneath the main camp, along a valley. 

Just make sure no-one spots you.



After a few encounters you'll get to a small hut containing the prison cell with few troubles. Find the key and open the door.



THE SANDY KNOLL

Now you've got backup you can make your way to the next objective. Set the sniper up on this hill overlooking the bridge.



**6 DOWN RANGE**⊠ With cover from the sniper to keep the enemy at bay you're free to walk out onto the centre of the bridge and plant the C4.



TICK, TICK... BOOM!

☑ With the C4 planted, mop up any remaining troops and get both men over the bridge before lighting up the skies.

7



**DUST OFF**☑ Your escape route is marked by a red flare. Go there to be picked up by the chopper and finish the first level.

## CONTROI FREAK

There are a lot of moves to learn but it shouldn't take you too long to get used to them all. There's also a training mode...



Hold down the left shoulder button and you can give orders to your men. Tell them to fire, cease-fire and follow. You can also order them to specific points.



We wouldn't want to go into the desert without some serious kit . Tap and you can access medical kits, guns, binoculars, night vision and more.



Press the right thumbstick in and you zoom to first-person mode for more accurate aiming. If you're using the sniper this brings up the telescopic sight.



You'll come across items that can be picked up or used. In most cases this is achieved by tapping the **②**. This comes in handy with fixed gun placements.





STRIKE ONE: At the start you witness an air strike on an enemy convoy.



CLOSED COFFIN: If he's lying down it doesn't mean he's dead. Make sure he really is.

level infected with a sandstorm but that is fair enough since it does add something to the atmosphere.

However, the fogging does remain and some of the textures on the buildings could clearly be improved on. We hate to keep saying this but after playing something like Halo you realise just what the Xbox is capable of, and Conflict Desert Storm is hardly a prime example of that. This is a recurring theme with third-party titles, which is a shame because there is a massive resource waiting to be tapped into on the Xbox. Hopefully this will turn around soon - more games like Enclave would be nice!

The same sorry state of affairs can be said for the character models. The team you control do look quite

good but the enemy character models are pretty lacklustre. Some more detail is required as it is we have no qualms whatsoever in shooting them just to remove them from view. And that includes

civilians! It's actually surprising that this game hasn't gone all out with the visuals since several of the levels aren't that big. You're constantly restricted on all sides by canyon walls or huge drops. There's

If you're the kind of person who simply has to have a game that both plays well and looks great then you may not want to give the time of day to Conflict Desert Storm. However, if you're not the kind of person to judge a book by its cover and you fancy some decent gameplay then we can heartily recommend a re-enactment of the Gulf War in your lounge.

have some good fun edging your way through the missions and the Co-op mode is a godsend. Publisher SCi certainly must be confident of its success because a sequel has already been announced! As long as there is pain and suffering in the world you're going to get games to make a franchise out of it.

certainly no excuse here.

Sure, there are some flaws but you can







## CONFLICT DESERT STORM XBM RATINGS

#### **SECOND OPINION**

☑ Taking control of the SAS (or DELTA) specialists there is a good deal of fun to be had playing CDS. The settings and missions feel authentic as you move either one or all of your squad towards its objective That your stats can be built up with good stealthy operations prevents it from turning into a kill fest, which is either a positive or negative thing. While the gameplay is entertaining CDS is lacking in the visuals - it looks ordinary sandstorms and fogging detract from the game and fail to provide the polish that we expect from Xbox titles

ALTERNATIVELY HALO: COMBAT EVOLVED

#### **■ LOOKS**

vely improved over the preview code but still suffering some fogging and less than desirable character models.

### SOUNDS

Decent gun and war sound effects, and basic radio chatter. Pretty much what you'd expect. Not bad but not as good as it could be.

## GAMEPLAY

Well thought out team combat complete with a decent mission structure. Makes for an excellent co-op game.

LONG TERM There are plenty of levels and it is going to take you a while to crack them, but after playing through once we can't imagine a second go.

#### Why we'd buy it

- Strong gameplayGreat in co-op modeVehicles
- Get to play at wa

## Overall



Why we'd leave it

Some obvious fogging

Average character models

Controls can get fiddlyCould do with more detail





## AGGR s the saying goes, 'Imitation is the best form of flattery'... although

NOW REPEAT AFTER US: 'BE THE SKATE, BE THE SKATE...



#### DEVELOPER HISTORY



VE MIRRA FREESTYLE BM)

**XBOX.TOTALGAMES.NET** 

TOTAL XOBIVI

EXTRA SCREENSHOTS

SCREENSAVER

WALLPAPER

MOVIES

when it comes to the games industry that's hardly an excuse for developers to churn out the same games year after year. Of course, there's outand-out copying and then there's improvement on a theme - while some companies can be accused of playing it safe by simply sticking to what they know, others are constantly looking for new ways to take something that's great and make it even better. The result? Usually a game that manages to break the mould and become the best of its kind. But when that game already exists in a genre, what chance have all the other developers got eh? Well, that depends if you're the people behind Aggressive Inline.

Now, before we even start, let's get one thing perfectly clear - comparisons between this and the Tony Hawk's Pro Skater series are both inevitable and necessary. With Neversoft's ground-

## 0

## OFF TO THE MOVIES

The first level offers a heap of challenges...



One of the very first challenges you'll get is from this woman; she'll want you to score 40,000 points in 60 seconds. It's not that tough, so use it to get used to the controls.



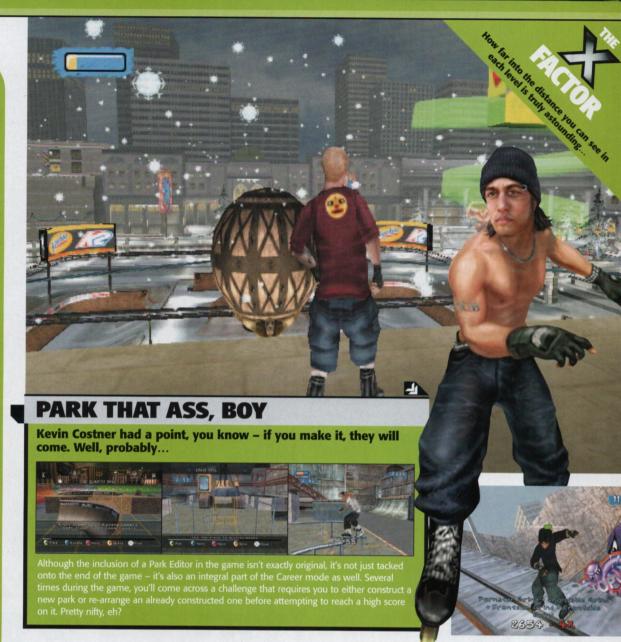
If scoring points isn't your style, you can try to bust a grind on the traffic lights above the road, skitch behind a bus or try to ride across five bike racks in one line... tricky!



This door just inside the Movie Studio is locked – to get inside the lab that's behind it, you'll have to fetch the key from the Boardwalk level. Of course, it's not that easy...



Grind this raised cliff and you'll introduce a whole new problem – a massive boulder that's on the verge of flattening everything in its path. Get outta the way quick!



breaking game being the genre leader since the original in 1999 (along with similar games like *Mat Hoffman's Pro BMX*), many developers have tried to replicate the things that made the *Tony Hawk's* game so great... sadly, without much success. Still, there's always a first time for everything – after all, even the greatest games become yesterday's news eventually. We didn't think that it'd happen so soon though...

Yes folks, we have a new champion – Aggressive Inline is quite simply the new Mac Daddy of extreme sports games. Think what might happen if Tony Hawk's Pro Skater 3, Dave Mirra Freestyle BMX 2 and Jet Set Radio Future all settled down and had a baby together... that's Aggressive Inline. Sure, it might have pinched ideas from every other extreme sports game on the market today and used them to create something a bit different, but that's not important. What is important is that everything that Aggressive Inline attempts to do, it does with style, polish and above all (for want

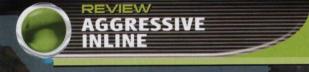
of a better phrase) complete overkill. But surely overkill is a bad thing? Maybe... but then that's probably because it's an odd way of describing what we're talking about. The fact is this – what *Tony Hawk's* does in moderation, *Aggressive Inline* goes totally overboard with.

You want levels so massive that it'll take you ages to explore each one? Then you'll have to play Aggressive Inline. You want around 30 or more challenges per level as opposed to just nine? Again, you'll want to be plumping for Aggressive Inline over anything else. You want totally new tricks, stunts and moves that can only be performed with inline skates? Then... well, you probably get the idea. If you're looking for a direct comparison of how immense the levels and challenges are in Aggressive Inline, try this - going back to THPS3, we managed to complete all nine challenges on the first Foundry level in less than ten minutes. Having played Aggressive Inline for over three days, we still haven't got 100 percent of the challenges on the



POLE DANCIN': Ahh, the pole spin – an essential move if you want to do a quick U-turn, get to higher places... oh, and make a few extra bucks.







## WHERE THE AIR IS CLEAR

Heel Manual

## BETTER AND BETTER

## **NTASY CHA**

On top of the regular 'real life' skaters, Aggressive comes with a variety of fantasy characters - most locked away for you to find...



### THE MUMMY

Hailing From: Ancient Egypt

In A Nutshell: It's been inline skating since before you were a wee nipper, chappy... so don't you go giving the Mummy any lip, d'ya hear? Just because it's got bandages over its eyes and had all its innards placed in sacrificial jars, doesn't mean it can't hang with the rest of the skating crew.

We'd Give It: Seven



#### THE CAPTAIN

Hailing From: The Caribbean

In A Nutshell: Quite how on earth someone with a wooden leg can do inline skating, we don't know – still, you've got to give the old man some credit for trying his best. Unfortunately though, his Juice meter is pretty weak... maybe all that sea salt has dried this sea dog out. Arrrrr.
We'd Give Him: Eight (as in 'pieces of')



#### THE BOMBSHELL

Hailing From: Duxford

In A Nutshell: We very much doubt that this young lady can actually fly a plane... not because she's a girl, but it's just something in her eyes. However, there also seems to be several other things about her that we would like to give a more detailed inspection before making any further judgements.

We'd Give Her: Several... growl.



85,649

## MMM, JUICY

It's scientific fact - a skater runs on juice. Of course, you can take that however you see fit...







TWEAK IT, SUGAR: If you hold down the Trick button for longer you'll perform the 'tweaked' version for points.



you might not think it, pretty much any surface and edge in the game can be used to perform a grind. Like this octopus...





Movie Lot stage or unlocked the backstage area - that's the first level!

Of course, with the levels in the game being so damn huge, you'd expect there to be some kind of fogging or clever way of hiding certain sections so that the Xbox doesn't have to work as hard, right? Wrong - rather than trying to cheat and keeping the massive stages split into smaller areas, Aggressive Inline lets you see everything from wherever you are. With each of the levels being set upwards as well as outwards, it's quite possible to climb up the highest point and get a bird's-eye view of the surroundings... all without a single bit of pop-up, slow-down or general lack of visual quality. What's more, the actual graphics themselves are detailed and

2270

wonderfully textured, as well as running at a constant 60fps. It actually looks like a next-gen game... could you ask for anything more?

To be brutally honest, we're more than a little shocked that Aggressive Inline has turned out to be as good as it is coming from the developer behind Dave Mirra Freestyle BMX 2 (which we thought was good, but not incredible) it really is everything you'd hope for in an extreme sports game and a whole lot more. It's got more longevity than a lot of games out there today and offers a style of gameplay that we've loved ever since the original Tony Hawk's game. Acclaim, we salute you; this is one Xbox title that you can be more than proud of.







**BALANCE THE BOOKS: Manuals and grinds** are handy for getting from A to B while scoring massive points. Of course, you'll have to keep an eye on that rather twitchy Balance meter...



## AGGRESSIVE INLINE

Lots of people think that Inline skating is called

Rollerblading, although this is wrong. In fact, Rollerblade is a brand name (much like you can vacuum, but not Hoover... brand

#### **SECOND OPINION**

as common as racing games and beat-'em-ups nowadays. At though all developers are copying a template created by Tony Hawk's way back in 1999. This game follows in those familiar tracks. Unoriginal? Yes, but Aggressive Inline does have the bonus of being the first in a new extreme sport and Acclaim has made sure that it was done right first time out. It looks great, controls well and has stacks loads of challenges for you to complete. A fanta game - sure to be a hit with the extreme nuts.

MIKE

## **ALTERNATIVELY**

#### TONY HAWK'S PRO SKATER 3



#### **■ LOOKS**

856

Aggressive Inline looks nicer than Sylvia Saint in a jelly bikini, under a big billboard with a picture of a Big Mac on it. Mmm.

#### SOUNDS

Not surprisingly, the audio for the game is perfectly suited – plenty of skate rock and some rather great voice acting to boot.

#### ■ GAMEPLAY

Imagine Tony Hawk, but faster... and harder... and more controllable. That's why we love this so darn much.

### LONGTERM PROPERTY

Certainly one of the most challenging games we've played in a while - it'll have you coming back for a long time to come.

#### Why we'd buy it

#### • More fun than Tony Hawk's

It all looks rather lovely
 Really, REALLY massive levels

#### Why we'd leave it

• Controls are just a little

- bit twitchy
  Not everyone likes skating
  It might be a tad too difficult

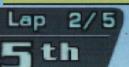
## Overall

Takes *Tony Hawk's* outside and gives it ten of the best... trousers down.









2 SIDE SADDLE

2 Not only do the controls
feel just right in this game but
the animation on the
characters definitely looks the
part—whether you're just
cruising along or pulling

Best 01:37.73 Lap 00:10.26 Lead -0:01.56

CPHTIMA



OPEN SEA-SON

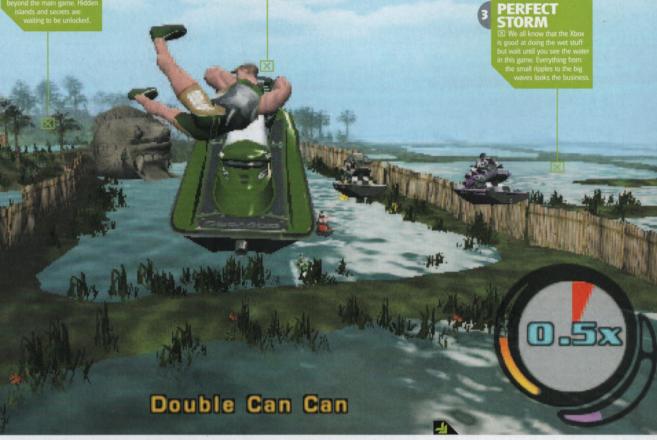


- DEVELOPER
   Rainbow Studios
- GENRE
  Racing
- **▼ PRICE** £44.99

Atari

- PLAYERS
- www.splashdown game.com
- RELEASE DATE
  30 August





## **SPLASHDOWN**

A TIDAL WAVE OF EXCITEMENT OR JUST A RIPPLE IN THE POND?

SHINY ENTERTAINMENT: When you've got lighting effects as gorgeous as this it's no problem coming in last.





ill this never end? We're noticing a recurring pattern here as yet another PlayStation2 hand-me-down appears on the Xbox. Sadly, this situation isn't going to change or slow up for a good while yet – all we can do is pick out the shining hopes amongst the slurry of waste. No easy job but the personal watercraft racer *Splashdown* is one such jewel.

This was already a quality game on the PlayStation2 and it doesn't really come as any surprise that it has found its way onto the Xbox. Nor does it come as any surprise that it looks a lot better into the bargain. It never ceases to amaze us when we see an Xbox game sat next to any other format just how crisp the Xbox visuals are. Bizarrely however, the water doesn't look much better at all. Don't get us wrong, it still looks great but it's not quite the image of beauty we were expecting to sea...sorry...see.

Just as visually the water hasn't changed that much you'll be pleased to hear that the physics remain intact. The controls in the game are superb and the way the Sea-Doo reacts with the rolling water feels just right. After a couple of

### DEVELOPER HISTORY

∠ Like Splashdown this game made a nice change from the usual kinds of racers available. Like the personal watercraft racer t also has a fantastic physics model and some superb courses.



**ATV OFFROAD FURY** 

XBOX.TOTALGAMES.NET







MOVIES NOTES

Sind Maker His Stock On any other same.



races you can time your attacks on the bigger waves with ease and plot your course through trickier sections several moves ahead. This is a good job really because if you don't pass on the correct side of the buoys you lose speed.

The game doesn't include any courses that are ridiculously hard to negotiate, but as you progress missing just one buoy can mean the end of the race. It doesn't take too long to figure out the patterns, all of the tracks have been very well designed and every one of them is memorable. This is something not all racing games can say. It's going to take you quite a while to see them all as well, as there are loads of extra tracks and characters to unlock, including some exclusive items.

Unfortunately, these updates to the Xbox version do not include decent

sound effects. The splashes of the water sound okay but the engine noise is horrible and the banter between the characters as they race is incredibly mundane. On the plus side you can turn up the top tunes from bands like Blink 182 to 'drown' out the average game noise.

It's commendable that some new tracks and characters have been added into this Splashdown but no matter who you try and kid, this is still a PlayStation2 port. This is something that is evident from the sound quality and the unchanged water. Hopefully a sequel will be built with the Xbox in mind. In the meantime if you don't own the game already it is worth a purchase, but don't go trading in that PlayStation2 title for a handful of extras.

MIKE



5 th

FLOATING POLICEMEN: Time it absolutely right and you can either jump over or duck under these barriers.

the game are known as Sea-Doo. The name Jetski is actually a particular make of watercraft. The Eidos PlayStation2 game Wave Rally has the Jetski license.





XBM RATINGS

77777777**7**1

#### **SECOND OPINION**

SPLASHDOWN

 When Splashdown was released on the PS2 it was a fairly good little game. The lovely water effects made it stand out from the crowd and the fun, innovative control made it a joy to play. It was was announced for Xbox, just how many improvements would be implemented, if any. Luckily the developers have put just as much effort into this conversion as they did the original PS2 game, including two extra characters, two extra stages and updating the visual to look that little bit crisper.

KEITH

#### **ALTERNATIVELY BLOOD WAKE**

The water may not have improved any but it still looks fantastic and overall it has had a visual boost over the PlayStation2 version. 

#### **■ SOUNDS**

The sounds in this game are what you would expect from an average arcade racer. The only redeeming feature is the cool music.

## GAMEPLAY

Easy to get into and great fun to play, this game makes a great change from the usual kinds of racer on the Xbox.

#### LONG TERM

There are plenty of new outfits, courses, characters and so on to unlock in this game, and it does take some time to crack.

#### Why we'd buy it

#### Why we'd leave it

- Lot sharper than the PS2 version
   Excellent water effects
  - Can get tiresome
     Average sound
- New characters and courses
   Decent handling

## Overall

across from the PlayStation2, with a few new bells and whistles attached.

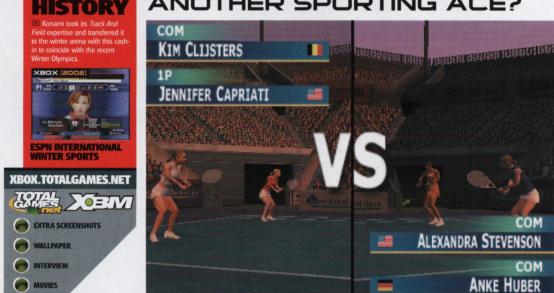


**OUT OF TEN** 



# PRO TENNIS WTA TOUR





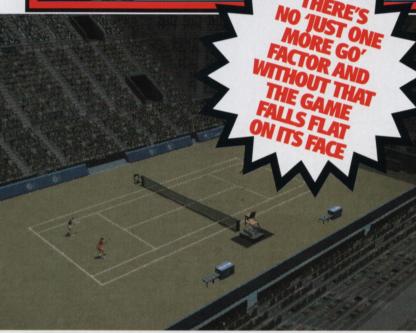
hen it comes to sports to turn into games, the easiest to get right seems to be tennis. Throughout the years there have been a plethora of classics (NES Tennis, Super Tennis, Smash Court, Virtua Tennis...) and so hopes were very high for WTA Tour. Coming from Konami, originators of possibly the most addictive multi-player sports game ever, International Track And Field, and featuring many of the top ladies of the sport, it's astounding that WTA manages to disappoint quite so severely. Instead of losing ourselves for weeks as deadline slipped away, WTA Tour was back in its box and shelved quicker than you can say 'Serena Williams'.

The main problem with WTA is that you just don't feel as if you are in control of the action. Most tennis games have simple button structures, which allow you to learn the basics very quickly. WTA Tour gives you two control systems, but even the simplest one leaves you completely in the dark as to where the ball is going to end up. Expecting a simple return down the line? Well, thanks to the bizarre set-up of WTA Tour, you are more likely to see the ball hoofed high into the air and land miles out of the court. Again and again.

## THE REAL THING All the players you could want..

You cannot complain about the amount of players available in the game. Stats fans will be happy to know that all players have an authentic amount of skill, even if graphically there seem to be some problems; Serena Williams, for example, appears to have been given a





WTA Tour does boast a fine selection of real players, all responding exactly as their real life counterparts would. With most tennis games if you join in a tournament you'll have a few rounds to get into the swing of things, not so here - as soon as you hit round one, you'll be going up against one of the best in the world: so often you'll get knocked out in the opening round. This leads to great frustration and together with the control problems, leads you to switch off the game rather than try to improve your performance with another try. Another major problem is that there's no 'just one more go' factor here and without that, the game falls flat on its face.

Let's try looking on the bight side for a while shall we? WTA Tour gives you the chance to play through the entire tour, or create your own tournament to

your own specifications - start with all of the professionals battling it out, or start with only three players (including you) giving you a free ticket straight into the final, where chances are you will lose to someone of a far lower world ranking than your own. Aah!

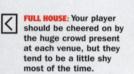
Add to all this frustration a complete lack of commentary or any decent atmosphere and you have a tragic example of how not to produce a sports game. An Xbox tennis game should both look and play brilliantly but WTA Tour fails dismally on both counts. Instead of being the Capriati of tennis games, this is closer to Navratilova dated and tired and only of interest to hard-core tennis junkies.

There's nothing ace about this one, but certainly plenty to fault - don't bother.

KENDALL



☑ In 1949 Gussie Moran wore a short, lace trimmed skirt. She was accused by the AELTC of bringing 'vulgarity and sin into women's tennis' Today vulgarity and sin seem to be very much a part of the game, and we wouldn't have it any other way.





UEEN OF THE COURT: As in the real world, Serena Williams is one of the most impressive competitors. Nice pink outfit too.

this really is not good enough. Bah!

## WTA TOUR

## LOOKS

## XBM RATINGS

## Nothing here to give lesser consoles sleepless nights, so on the Xbox

Tennis games are always good, they always make good ideogames. Even going as far back as Pong, the gameplay was sorted - hit the ball back and forth until a mistake or a good shot scored a point. Addictive stuff. So why then does WTA Tour mess up so badly? It's simple: the ball doesn't move fluidly enough and you seemingly have no control over what the ball does Tennis games are easy to make, the fact that this is so bad should says something

Konami's quality control. Buy

ALTERNATIVELY

Slam Tennis instead

**SLAM TENNIS** 



SOUNDS

Occasionally the crowd gets excited and starts cheering, but not enough to actually lift the game. Where's the commentary?



## 

There are loads of different venues to unlock but the game is so dull that you won't be playing long enough to open them all...

#### Why we'd buy it

## Why we'd leave it

## **Overall**

A dull, drab and uninspired tennis title. Avoid this one!







# ANTZ EXTREME

YOU DON'T GET MUCH MORE EXTREME THAN ANTS ER, RACING...



ou may have seen Antz. Along with Toy Story it was one of the first feature length computer animated films and a pretty good one at that. Brilliantly animated and scripted, it's about an ant who makes a break from the totalitarian society, falls in love with a princess and saves the colony from a would-be dictator. It is not about insects racing round on the backs of other insects.

Antz Extreme Racing is set up like this: you race with the characters from the film, each with his or her own challenges or races. Finish first in every race and you'll get to take part in one final challenge – this opens up a new character and the whole charade begins afresh. This structure is probably the best thing about Antz Extreme Racing – each challenge is different (and gives you a reason to play with another character), although they're ultimately about finishing first each time.

The challenges break down like this: Races in 'bug cars', racing on foot and on





ID AND ROUND: The tracks are every bit as uninspiring as the gameplay, making this quite a chore to play.



## IT'S A SMALL WORLD

The world's a different place when you're an ant...

When you're the size of an ant 0.5 mph seems like a blistering speed. This downscaling has enabled the developers to create some fun, ant-sized worlds for you to race in. Well, maybe not fun but when you're 3mm long, frogs take on a whole new meaning







the back of flying bugs, time trials and these snowboarding type bits. All are bad. Racing in karts ranges from ridiculously easy to impossible - all down to the overly responsive kart dynamics. Steering is far too sensitive. The flying sections are essentially the same as the normal racing sections but in the air (there should have been some kind of design where the fact you are in three dimensions was taken into account) and the snowboard (leaf) bits are again way too difficult to control, on courses that are devoid of any design and imagination.

Imagine Mario Kart where you don't need to take your finger off the acceleration button, where there's absolutely no subtlety in the handling, where the weapons are pretty much useless and where the tracks are so unimaginatively designed that short cuts punish the player rather than reward. Add to this a camera that spends more

time looking at either your character (default setting) or the floor (zoomed out a bit) and you have one of the worst cutesy racing games ever. Not just on Xbox, but ever.

Quite frankly you've got to expect more from a license to a decent film. Not some kart racing clone, and one that has been made this badly. No doubt the developers would hide behind the old 'but it's for the kids' line - but believe us Antz Racing would be an insult to the intelligence of a four-year-old. Redeeming features? Not a single one. NICK





### **ANTS RACING**



## XBM RATINGS

voice talents of Woody Allen, Sylvester Stallone, Sharon Stone and Christopher Walken, None

Who on earth green-lighted this? Sadly it weighs in as a erious contender for the worst game we've seen on our Xbox thus far. The controls are hyper sensitive meaning that should you breathe while cornering you're likely to go careering off tip of the iceberg. When it comes down to it we have a decent license yet a game that is actually no fun to play (where have we heard that before?). It may be better in multiplayer but coerce someone to join in with you. Avoid this like the plague.

**ALTERNATIVELY** 

DAN

RACING

## **LOOKS**

Actually it looks like a higher resolution PSone game. Not what expect from the Xbox.

### SOUNDS



### **■ GAMEPLAY**



## LONG TERM

do first time.

### Why we'd buy it

Good structure.

## Why we'd leave it

## **Overall**

There's just no need to patronise 'the kids' in this way. Honestly, if you're going to do a Mario Kart





clone then do it right.







# CRAZY TAXI 3: HIGH ROLLER

JUMP IN, GET IT IN GEAR AND PREPARE FOR THE RIDE OF YOUR LIFE!

## DEVELOPER HISTORY

When SEGA Rally launched in the arcade in 1995 there were few other racing titles to match it. Its unduce car handling and stunning graphics sparked off a whole generation of rally games.



SEGA RALLY

XBOX.TOTALGAMES.NET

EXTRA SCREENSHOTS



WALLPAPER



Ithough SEGA's Dreamcast never really achieved the status it deserved, some titles on the format were instant hits – easily outshining everything on PSone, and even many PS2 titles. Along with Namco's Soul Calibur, Capcom's Resident Evil: Code Veronica and SEGA's own Sonic The Hedgehog series, Crazy Taxi was amongst a handful of titles that persuaded many gamers to go out and buy what we now know as SEGA's final entry into the console hardware market.

Starting out life as an arcade game, Crazy Taxi was both exciting and easy to play. The aim of the game was simply to pick up passengers and get them to their destination in the given time limit, earning extra points by making their ride as white-knuckle as possible. And being set in San Francisco that wasn't difficult to do – the extreme hills, built-up city, and colourful seaside setting ensured there was always something fun to be interacting with.

While anyone could pick up and play *Crazy Taxi*, it was also possible to become much more skilled by learning the special manoeuvres, destinations and city layout. With practice it was possible to build up time by delivering passengers to their destinations well ahead of schedule, with some runs lasting well over an hour. This open-ended structure was unique in the driving genre, resulting in something with similar high-score

## THREE CITIES





WEST COAST: It's all vibrant colours and extreme hills in San Francisco. Perfect for crazy taxi driving and possibly still the best track on offer.





**SMALL APPLE:** Huge skyscrapers, wide, flat roads and a central part. This New York-based level lacks the excitement of the other two tracks.





**GLITTER OASIS:** This brand-new track features the excitement and atmosphere of Las Vegas at night. Fantastic lighting effects guaranteed.



appeal to *Tetris*. Aside from the perfect translation of the arcade track, the home version also included a second track, as well as a bonus mode entitled Crazy Box. This popular addition to the game featured a handful of mini-games – each putting the special moves to good use in themed missions.

As with most popular videogame titles, a follow-up was released two years later. Bypassing the arcade, the game was released exclusively on Dreamcast but failed to attract the audience that the original game had enjoyed for a number of reasons. Firstly there was the issue of timing – the game launched amidst a barrage of PS2 enthusiasm and struggled to be noticed. But changes to the structure of the game can also be attributed to its failure. The vibrancy of sunny San Francisco was replaced by smoggy New York, complete with a



CLOSE UP: Drive close to other vehicles to make your rides more exciting.

## CRAZY X One of the most popular elements from the original has been retained and improved.

CRAZYA	Crazy Box, now	called Crazy X, is	full of fun mini-gan	nes. Here are the 1	2 you start with	
CRAZY JUMP:	CRAZY HOME RUN:	CRAZY BALL:	CRAZY TORNADO:	CRAZY BALLOONS:	CRAZY BOWLING:	
How far can you launch your taxi? Find out using this.	Dash and jump to hit the ball and knock it into the stalls.	Smash the mirror ball repeatedly before the time runs out.	Safely deliver your passenger, avoiding the falling cars.	Simply pop all the balloons before the time runs out.	Use Crazy Drifts to knock all the pins over in the time limit.	
M.Bim		610		1415		
CRAZY FOOTBALL:	CRAZY UFOS:	CRAZY RING:	CRAZY POLES:	CRAZY RAMPS:	CRAZY LOGS:	
Safely deliver your passenger, avoiding the rows of traffic.	Crash into the flying saucers to destroy them in the time limit.	Repeatedly jump through the flaming ring before time is up.	Deliver a passenger to each pole during the time limit.	Jump across each of the gaps using the ramps provided.	Jump over each of the felled trees as they plummet towards you.	



# **DRIVE YOU CRAZY**

NAME: Angel AGE: 18 LOCATION: Glitter Oasis PERSONALITY: Just 18, Angel can be impulsive. He loves making money — almost as much as he loves to party!

NAME: Bixbite AGE: 24 LOCATION: Glitter Oasis PERSONALITY: Bixbite loves to go as fast as he can, but urmed down the opportunity to become a race driver.

NAME: Mrs Venus AGE: 48 LOCATION: Glitter Oasis PERSONALITY: This funky mother became a taxi driver to support her seven kids. She loves keeping people happy!

NAME: Zax AGE: 36 LOCATION: Glitter Oasis PERSONALITY: As the tough guy of Crazy Taxi, Zax hates to be proved wrong. But would you argue with him?



NAME: Cinnamon AGE: 18 LOCATION: Small Apple PERSONALITY: Cinnamon is forever optimistic about whatever life throws at her, and is happy to forgive and forget.

NAME: Hot-D AGE: 78 LOCATION: Small Apple PERSONALITY: A former stunt driver, Hot-D at 78 is now happy to give passengers thrilling rides in his taxi.



NAME: Iceman AGE: 28 LOCATION: Small Apple PERSONALITY: Once living life on the road, Iceman now makes money driving his taxi. He's very quiet and withdrawn.



NAME: Slash AGE: 25 LOCATION: Small Apple PERSONALITY: Overconfident, even rude, Slash is a bit mad, but unquestionably cool. But why is he a taxi driver?





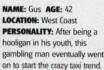




NAME: Axel AGE: 21 LOCATION: West Coast PERSONALITY: Axel wanted to be a taxi driver ever since going for a crazy taxi drive at the age of ten.

NAME: BD Joe AGE: 25 LOCATION: West Coast PERSONALITY: BD Joe is a talented street performer, and loves to entertain his passengers in his own way.

NAME: Gena AGE: 23 LOCATION: West Coast PERSONALITY: Gena just loves her car and spends all her time tuning it. Despite this she's still cool and sexy.



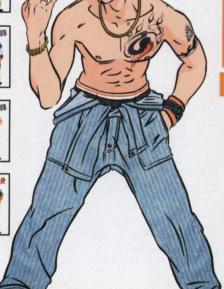
Each of the three cities has four local drivers with their own crazy personality. These are...















OWN WITH A BANG: It's amazing that your Crazy Taxi stays in one piece!



**LAUNCH PAD:** Use the Crazy Hop at the top of a ramp and you'll go flying!

somewhat muted colour pallet, and the tracks lacked the elevation and visual flair from the first game. But the biggest change came with the introduction of the Crazy Hop - a feature that allowed the car to jump over obstacles such as fences and low buildings. Now while this may sound like a good idea, it caused numerous problems with collision detection and invisible boundaries.

So when SEGA announced that it was developing the third instalment in the series exclusively for Xbox, we waited tentatively to see which route Hitmaker would take. Would the designers reintroduce San Francisco? Would they include the Crazy Hop?

Well now that Crazy Taxi 3 is finally here we can confirm that this includes all the things we've loved and hated about the series. Firstly the game isn't so much Crazy Taxi 3 as the Best of Crazy Taxi. A new night-time track based on Las Vegas has been developed, but the game also includes the main tracks from the first two games, complete with new graphics effects and destinations. The Crazy Hop has indeed been included once more and the original track has had a slight redesign to cater for it. In fact, the whole game now uses the Hop much more effectively, with vast short cuts over rooftops, rivers and even the Grand Canyon. Other new moves include the Crazy Back Dash for reversing in highspeed and a secondary Crazy Dash complete with green flames.

The special moves are more important than ever in CT3. While they were used mostly to deliver passengers in faster times in the first two games, they're now vital to making it to each destination in time. This is most noticeable when

But while many niggles introduced in the second game have been sorted, just as many have slipped through the net. To start with this doesn't look as good as it should. Although some lovely lighting has been used to create the glitzy nightlife of Las Vegas and New York, pop-up and slow-down take the edge off - especially in New York, where enormous skyscrapers draw in at the last minute. Now while this usually only affects the aesthetics of the game, it occasionally affects the gameplay too - most notably when perspective passengers are out of sight when only a few metres away. There are still problems with collision detection too, with passengers passing through both your car and the scenery almost every time you pick up or drop them off.

But despite its flaws, CT3 is still a fun game. It doesn't include as many nextgeneration enhancements as we would like to have seen, but at the end of the day the original game was ahead of its time when it launched on Dreamcast. If you're a fan of the series, you'll enjoy what CT3 offers, but don't expect anything ground-breaking.



**SECOND OPINION** See how standards change? Back in '98 this would have been the mutt's. At that time Crazy Taxi was the in-thing - brilliant arcade gameplay totally addictive and a completely fresh approach to the driving genre. Now though it's lost at least some of its appeal. We're not sure why perhaps the original wasn't as good as we remer Whatever. Crazy Taxi 3 is the ultimate game for the *Crazy Taxi* fan. The first two games plus a whole new city on top and all lovely and Xboxed up. You can't say fairer than that

NICK

## **ALTERNATIVELY**

RAGE

SIMPSONS ROAD



### **LOOKS**

While much of the game looks similar to the Dreamcast original, some nice lighting effects bring CT3 up to date.

7777777**7**7

### SOUNDS

----It's got licensed rock music tracks and many hilarious voice samples. Both start to grate after a while though

## GAMEPLAY

Aside from a few annoying bugs, Crazy Tax 3 is all about having fun. And fun it is!

LONG TERM

### If you're the kind of gamer who enjoys beating high scores you'll be playing this for ages.

### Why we'd buy it Genuinely exciting to play

Crazy X mode adds to

## Why we'd leave it

Can be frustrating Doesn't look much better

than the original

Slows down sometimes

## Overal





LIVE ANOTHER LIFE. EXPLORE ANOTHER WORLD...







**XBOX.TOTALGAMES.NET** EXTRA SCREENSHOTS WALLPAPER INTERVIEW MOVIES



Ithough Japanese console sales are very much driven by quality RPGs, the Western market tends to rely much more heavily on racing, fighting and sports games to keep its consumers happy. In fact, only a few console RPG series have ever become mass-market on these shores - most notably Nintendo's Legend Of Zelda and Squaresoft's Final Fantasy.

The Western PC market does have its own RPG following, though the style of these decidedly Western games is very different from those developed in Japan. While Japanese developers tend to go for vibrant, colourful, and even super-deformed character designs with quirky supernatural story lines, Western

## 0

## FIRST LEVEL

Before exploring you'll need to make some choices...



On the lower deck of a galleon you will be asked to create a name for yourself.



You'll also be asked what kind of race you are. Ten are available, each with character traits.



You'll fill in your release forms, developing initial strengths and weaknesses as you do so.



You'll go through a room full of items to steal if you dare. An iron dagger is amongst them.



Finally you'll be released into Seyda Neen. From here it's up to you what happens in the game.





designers tend to be much more influenced by folklore and mythology. Being developed initially as a PC game (in the USA) *Morrowind* slots comfortably into the latter style.

The game is set in the land of Vvardenfell – a lush, natural island sparsely populated by humanoid creatures and shared by all manner of strange wildlife. Each and every village houses wizards, soldiers and otherworldly beings who stride around in traditional woven garments, each with their own personality. The colour pallet is neutral – it mixes subtle browns and greens together to create a totally organic environment that is highly reminiscent of those seen in *The Lord Of The Rings* movie.

But while this lush world may beg to be explored, it's also a rather daunting prospect. After a lengthy introduction sequence, during which you choose your character's skills, powers and image, you finally get to take your first steps in the enormous land of



Vvardenfell. The game can be played from either a third or first-person perspective, the latter being preferable, both in terms of gameplay and graphics. From a third-person point of view the main character appears angular and badly animated, drifting as if on roller skates over the undulating terrain. It also creates problems with visibility as the character regularly obscures the action.

But these imperfections aside, you'll soon be on your way – exploring villages, forests, mountain ranges and oceans. The first thing that really strikes you about the design of the game is just how tactile everything is – pretty much anything you can see can be snatched up and added to your inventory. This is all very well and good when collecting mushrooms and wild flowers out in the countryside, but try taking, for example, the silverware from the shelf of a village home and the owner will defend it with all their might – even requesting the help of the local





is a wide variety of creatures. Once dead you can put the meat into your inventory.





## **COULD IT BE MAGIC?**

## To survive in the wild you'll need to learn to use magic

A huge selection of magic tricks are on offer in Wardenfell, ranging from standard health-up and attack potions through to more diverse creations such as the ability to walk on water. Magic spells can be purchased from the local alchemist (amongst other places) or created by crushing flowers and herbs with a pestle and mortar. If you become really good at mixing potions you may even find locals who want to have them







armed guards if necessary.

Learning to steal is, however, just one of many ways to build-up and evolve your character. Elements such as speed, endurance and agility gradually grow stronger each time you swim, jump and fight, but you'll need hard cash to buy new weapons and armour. As with so many other areas of the game, the way you earn this is totally up to you; it will affect the way your character develops and is therefore perceived by the other characters in the game. Stealing is the most immediately rewarding method, but is also the most risky should you get caught. You can usually find small items, such as cutlery, candles, and other household items hidden in baskets in unmanned rooms. These can



be cashed-in at one of the local stores.

However, there's more to life than stealing - you'll need to learn to charm, barter and threaten locals to acquire all the items you need. Again your abilities in each of these skills vary depending on which race you started out as, how your stats have evolved and how much practice you've had with each. When you first begin communicating with others you're unlikely to be very successful in getting your own way. Each person has a list of questions you can ask, and the answers they give will often reveal even more relevant questions. Considering just how huge the game is, it's astonishing that there's so much depth to the conversation, even if the scripting is a little wooden.

### The type of character you choose to play as will affect the MORROWIND INHABITANTS way the game develops. Which one suits your personality?



Residing in the swamps of Black Marsh, Argonians are just as comfortable in water as they are on land. This race has natural immunities to disease and poison.



Khajiits are powerful natural fighters thanks to their cat-like agility and devastating claws. They're also excellent thieves and are highly intelligent.



Bretons may look like axe-wielding soldiers, but they're actually skilled magicians. Fast learners, they have the power of the supernatural on their side.



Skilled fighters and with a resistance to cold, these fearless fair-haired warriors are familiar with exploration and trading. Great with weapons but not magic.



Athletic and powerful, Dark Elves are skilled swordsmen as well as magicians. Their balanced physical attributes are backed up by powerful intellect.

Fearless warriors, hated by almost

all the other races in Morrowind.

Even so, their community is more

sophisticated than their

appearance would suggest.



Most of Morrowind's language, science and crafts are derived directly from High Elven traditions: meaning the race is at home in all areas of the land.



### **IMPERIAL**

Gallant and well educated, Imperials are great at conversing with members of the community. Their diplomatic charisma makes them great at bartering.



Redguards are born fighters Their toughness and natural talent for adapting to new weapons and armour makes them the ultimate warrior.



### WOOD ELF

Wood Elves are natural thieves thanks to their nimbleness. Their slight build and agility also makes them excellent at exploring the wilderness.



TRY LIFE: Sometimes you'll find a singular residence. These are the best places to steal and not get caught!



So you can talk to people and steal their belongings but no RPG would be complete without battles. In Morrowind the battles are played in real-time and vary in content, once again depending on how your character has evolved. Initially most of the action is a simple case of hack and slash, though

relatively few hits connect until your skill levels have increased. Magic also becomes readily available after a few hours of play, including life-up potions, fire, ice and just about all the other RPG magic elements you'd expect. The best thing is that you can actually create these yourself by blending mushrooms, flowers and herbs you find in the wild.

And while we're on the subject of the wilderness, that's where you're going to

GET BACK TO NATURE: Much of Morrowind consists of aimless wandering out in the wilderness



be spending much of your time when playing Morrowind. Although battles and conversations make up a big part of the gameplay, aimless wondering makes up even more. Now the land of Vvardenfell is a very tranquil place and many people will enjoy this aspect of the game, especially when something unexpected happens like a thunder or sandstorm. But for other people this soon becomes a chore. Almost every area is shrouded in a heavy layer of fog plus the subtle colours and repetitive scenery will frustrate players who are used to the likes of Final Fantasy. However, Morrowind is a good game but it's certainly something you should try before you buy.



## THE ELDER SCROLLS

## III: MORROWIND

## ECOND OPINION

☑ Too much time. That's what Morrowind will take from you. Some of this is well spent stealing and robbing people being two excellent reasons to play this game. The rest, however, is tired, tedious and just plain hard work. Morrowind is an RPG on an impressive scale but fails to really engage you with interesting story lines, characters and a thread that should make you come back for more. Overall, it's fair to say that Morrowwind is a fat, obese, overblown affair. Only the real RPG heads need apply Final Fantasy this isn't.

## NICK

## **ALTERNATIVELY**



### LOOKS

77777777**7**1 While most of Morrowind looks smooth and blended, some iffy textures and a fluctuating frame rate take off the polish.

### SOUNDS

-----A graceful orchestral soundtrack sets the mood perfectly, while crisp sound samples enhance the action.

### GAMEPLAY

A few minor control issues and an unusual combat system will put some gamers off of this, otherwise an enjoyable RPG.

### LONGTERM

----------This game is huge! With literally hundreds of hours of gameplay and many tasks to complete, this will keep you going for ages.

## Why we'd buy it

Unbelievably huge

Takes forever to upgrade

Why we'd leave it

Lots of aimless wandering



∑0≣IV 081







# BRUCE LEE: QUEST OF THE DRAGON

A LEGENDARY GAME, OR SHAMELESS CASH-IN ON A LEGEND?



EXTRA SCREENSHOTS

WALLPAPER

MOVIES

ruce Lee is best remembered as a skilled fighter and talented actor. His athletic build, speed and snappy Jeet Kune Do moves have lived on despite his death nearly three decades ago. It's a shame then that such a monumental figure in the martial arts and movie worlds should be depicted in such an unrepresentative way as this. You see Bruce Lee: Quest Of The Dragon includes almost none of the factors that made Bruce Lee famous. Movement feels unresponsive and stodgy, fights are slow and awkward and, unlike real martial arts, even an amateur can fumble their way through.

Then there's the issue of fighting moves. Lee was famous for cutting out

unnecessary moves from his fighting style, developing Jeet Kune Do as a more streamlined and spontaneous form of martial arts. Perhaps the developers should have considered this when they implemented the 233 moves included in the game – 200 of which are virtually redundant once in a brawl.

It's clear right from the word go that this isn't going to be all it should be — waiting for the first level to load gives a good indication of the sort of shoddy game design that's to come. After pressing the Start button a loading screen appears and begins highlighting a row of Bruce Lee images performing moves, replacing the standard loading bar. Once these get to about a third of the way

## FIRST LEVEL

Before you can begin you're subjected to an badly realised cut-scene...



The camera pans around Lee as he meditates in his room. The mood is tense.



A mysterious and ropeylooking man in an orange suit sneaks up, seemingly unnoticed.



But Lee, with his cat-like senses, springs to his feet, spins round and tackles the intruder.



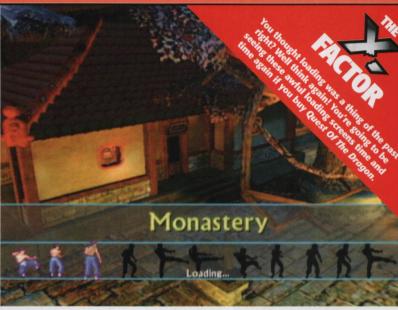
But there's no need to fear! It's just Lee's teacher come to tell him how wonderful he is...



... followed by the real baddies who come to give Lee a good kicking. Now it's up to you...









CHINA TOWN: Many authentic locations have been included in the game, though the lack of interactivity means they're all just for show.

across the screen (a process that takes

about ten seconds) another screen

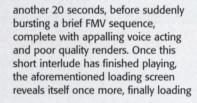
appears with the option to buy new

moves - strange when you haven't

even started playing the game. After

loading screen where it stays for about

this the game reverts back to the





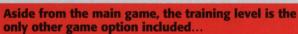


BACK AT YOU: Something you don't see often – Lee actually reversing a move.

in the first level after a further ten seconds or so. What a palaver!

So the first level begins, but not before you've watched another of the awful cut-scenes. While the game needs these cut-scenes to spice it up (hell, anything would help) you'd think





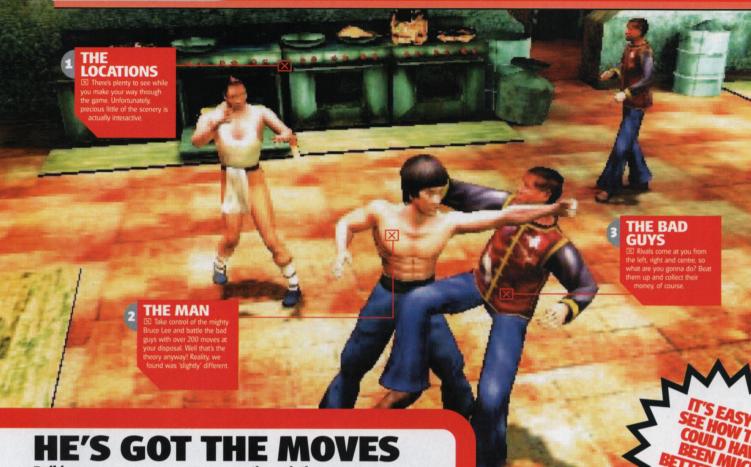
Quest Of The Dragon features a massive 233 moves. Sadly, due to the ropey connection and messy gameplay, you very rarely get to use these in the main game. If you do wish to see Lee's more impressive moves, you're going to have to make do with this boring blue training level as a backdrop. Hey! Look on the bright side – at least there's a moves list included.









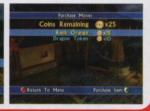


Build up your moves as you progress through the game...

As you work your way through the game you get the opportunity to increase the number of moves you can perform. Now of course, in real life Bruce Lee would have dedicated long periods of time to doing just that, but in a horribly videogame-like manner Lee earns new moves in this game by buying them before each level starts. So you win the money to buy moves in tournaments, right? Wrong! Gold coins simply pop out of the bad guys once you've defeated them - just like Super Mario Bros! To put it simply - there are so many wasted opportunities in this game.







that recording moderately okay voice actors for this generation of videogames wouldn't be a problem. Wrong! The demeaning American-Chinese accents might offend Asian gamers.

And so the game proper begins - well almost anyway... In each level, when you begin fighting, the program needs to load one or two last pieces of information, causing the action to pause and stutter as you perform your first few moves. This unsightly slow-down makes us think that perhaps this could have done with another couple of months in development to eradicate the bugs - it really doesn't feel like a finished game. Even if it were finished though, structural design would still be an issue - it just goes on and on. This is basically a scrolling beat-'em-up, and for some reason no developer has managed to release a decent title in the genre since the arrival of 3D graphics almost eight years

ago. This is mile away from the fun to be had with two-player retro classics such as Final Fight and Streets Of Rage.

But problems aside, it's easy to see how this could have been much better than it actually is. It's clear that much time has been spent perfecting the look of Lee himself, as the proportions of his body are almost identical to the real-life legend. The animation is equally authentic - right down to the shape of the hands and fingers. There's even the odd bit of innovation such as the ability to hit the fighters standing behind you using the Right Analogue Stick.

But all this hard work is wasted thanks to the abysmal gameplay and game design. The license does nothing to enhance this mediocre title - in fact, it further highlights its flaws. With so many possibilities and opportunities missed, we really can't recommend this to anyone other than the most ardent Bruce Lee fans. KEITH

# BRUCE LEE: QUEST OF THE DRAGON

**XBM RATINGS** 

You'd think the Bruce Lee license would be the perfect excuse to make the greatest scrolling beat-'em-up ever. The perfect character is there for the taking; wonderful films are there to be abused along with a moves list that defies logic. Sadly, this is a major missed opportunity as Bruce Lee ends up being nothing more than an average fighter. The problem comes from the fact that the developer had the license to the character but none of the films - so you end up with what feels like a very unfinished product. A great shame.

MIKE

### ALTERNATIVELY

## **BUFFY THE VAMPIRE SLAYER**EA



### **■ LOOKS**

Lee himself looks pretty authentic and moves well, the rest of the game, however, is a different story.

### SOUNDS

------While the music is fairly standard stuff, the voice samples are actua taken directly from Bruce Lee movies.

### **GAMEPLAY** \_\_\_\_\_\_\_\_\_\_

Slow, fumbling, messy... This is just about as far away as you can ge from the speed and elegance of Bruce Lee.

## LONGTERM PPPPPPPPPP

If you can be bothered to play it for more than half an hour, you'l discover plenty of locations to fight in.

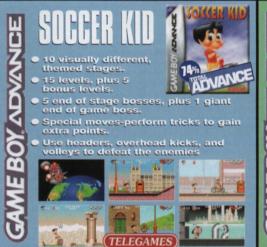
## Why we'd buy it

Why we'd leave it

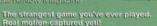
## Overall

This is just such a waste of a good license. It seems halfway through bored. Avoid this













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  - Create your own character and face in the game with the included face generator

(TELEGAMES)





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# THE UK'S PREMIER UNOFFICIAL MAGAZINE FOR XBOX GAMING

**GENRE QUICK SEARCH!** 

ADVENTURE

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FIRST-PERSON SHOOTER

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RACING

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SHOOT-'EM-UP

XOOX

STRATEGY

### BEST ADVENTURE

## **BUFFY THE VAMPIRE SLAYER**

Fans of the series are not going to be disappointed by this release.



## **MAX PAYNE**

An engaging, rich story line coupled with some explosive action.



## HALO: COMBAT EVOLVED

The first time we played this game we knew it was destined to be a classic.



BEST PLATFORMER

## IET SET RADIO FUTURE

JSR games are incredibly addictive to play and this is no exception.



A **FEATURES** RUMBLE INTENSITY: None MEMORY CARD SLOTS: II None OTHER FEATURES: Two programmable buttons, Two switchable sticks

BEST STICK

## ARCADE STICK GAMESTER

quality products from GAMESTER. It's comfortable and accurate, and the eight buttons are perfectly placed for ease of use. Two programmable buttons are included for fighting game throw combinations and though these are relatively small, they're easy to use. The only slight problem here is that the Start and Back Buttons are a little small, but this is only a minor flaw. Great value for money

08 SCORE

TO SORT THE GOLD NUGGETS OF VIDEOGAME HAPPINESS FROM THE PILES OF MUNDANE SCRAP METAL

GAME		PUBLISHER	ISSUE	SCORE	WE SAID
007 Agent Under Fire		EA	7	5	"Whether you're a Bond fan or not you should stick with Halo."
	2002 FIFA World Cup	EA	6	7	"A tidy enough package but has little to offer over the PS2 version."
	All-Star Baseball 2003	Acclaim	7	6	"Slightly flawed but still fun for a niche market."
	Amped: Freestyle Snowboarding	Microsoft	4	8	"Not just the best snowboarding game but a serious trendsetter."
	Arctic Thunder	Midway	5	4	"Flashy looking arcade blast ruined by lack of gameplay."
	Azurik: Rise Of Perathia	Microsoft	6	3	"A bland, unimaginative and pointless game with no redeeming features."
	Batman Vengeance	Ubi Soft	5	6	A decent, although linear, outing for the Caped Crusader."
	Blood Omen 2	Eidos	5	7	"Worth a play but certainly not a ground-breaking experience."
	Blood Wake	Microsoft	4	4	"One of the poorer titles on the Xbox."
	Buffy The Vampire Slayer	EA	9	9	"Bitten by the Buffy bug or not, Xbox owners should buy this."
	Burnout	Acclaim	6	8	"Very short but oh so very sweet."
	Cel Damage	EA Games	5	6	"There simply isn't enough to this to warrant a purchase."
	Championship Manager	Eidos	4	9	"A totally absorbing, addictive, life-dominating game."
	Circus Maximus	THQ	8	6	"A decent idea but this offers nothing new and is ultimately disappointing."
	Commandos 2: Men Of Courage	Eidos	8	9	"Unbelievably hard-core and very addictive strategy game."
	Crash	Rage	5	6	"Great arcade fun but it soon gets tiresome."
	Crash Bandicoot: The Wrath Of Cortex	Universal	5	5	"Above average on the PS2 this doesn't offer new thrills on the Xbox."
	Dark Summit	THQ	4	3	"To summit up – this is awful!"
	Dave Mirra 2	Acclaim	5	8	"A quality extreme sports game gets the console it deserves."
David Beckham Soccer		Rage Software	7	5	"Simply put it's shockingly average."
Dead Or Alive 3		Microsoft	4	8	"Sits comfortably between Tekken and Virtua Fighter."
Deadly Skies		Konami	6	4	"A rather dull offering that will have you wanting to bail out."
Enclave		Swing!	9	8	"An absolute joy to both play and watch."
	ESPN International Winter Sports	Konami	6	4	"Cash-grabbing version of a game that nobody was asking for."
	F1 2002	EA	5	7	"Not without its flaws but this is a game that deserves pole position."
	Fuzion Frenzy	Microsoft	4	3	"Quantity doesn't always equal quality."
	Gauntlet: Dark Legacy	Midway	7	2	"Avoid Dark Legacy at all costs. This is one of the laziest games on Xbox."
	Genma Onimusha	Capcom	4	8	"Good but the Xbox really needs an original horror."
	Gun Metal	Rage	7	8	"A fun game that is sure to please the no-brainer fans."
	GunValkyrie SEGA		6	7	"Warning this is for hard-core gamers only."
	Halo: Combat Evolved Micros		4	10	"Purchase of this game is obligatory – no questions asked!"
	Hunter: The Reckoning	Virgin Interactive	8	5	"Far too shallow to allow for any long-term replay value."
ISS2 Konam		Konami	6	8	"The best football game on Xbox until Pro Evolution arrives."
	Jet Set Radio Future	Infogrames	4	9	"The instant pick up and play appeal that is expected from SEGA."

### BEST THIRD-PARTY CONTROLLER

### ADVANCED JOYTECH £19.99 CONTROLLER

**FEATURES XBOX LICENSE** No RUMBLE INTENSITY Strong MEMORY CARD SLOTS: OTHER FEATURES: Green light

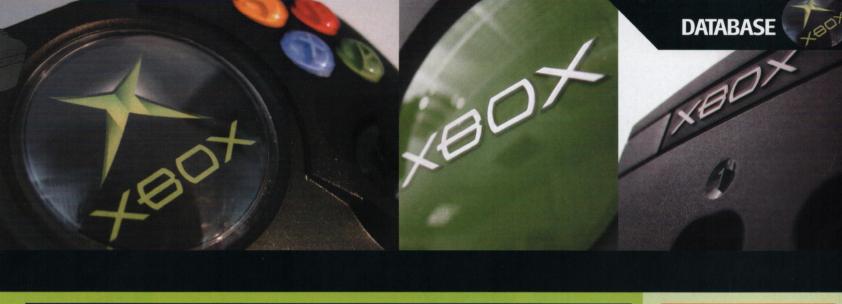
FROM PRICE



 ⊠ Although this may not feel quite as comfortable as the official pad, Joytech's
 Advanced Controller does in fact improve or Microsoft's efforts in some areas. For a start easier on the thumbs during those intense gaming moments. Also at £19.99 it's better value for money - especially if you're planning any four-player Halo sessions. This is a great little pad for the price. Well designed and constructed, you won't get a more robust pad for the money.

08 SCORE

086 20=177



GAME	PUBLISHER	ISSUE	SCORE	WE SAID		
Kabuki Warriors	Crave	4	2	"Incredibly boring and utterly pointless."		
Knockout Kings 2002	EA	5	7	"A decent boxing sim but it does lack any real punch."		
Legends Of Wrestling	Acclaim	8	3	"Someone put these wrinklies back before they keel over and die."		
Mad Dash Racing	Eidos	4	4	"Average at best this really fails to thrill."		
Max Payne	Take2	4	8	"Too easy but a great story and well worth getting."		
Mike Tyson Heavyweight Boxing	Codemasters	8	3	"A dire boxing simulation that packs almost no punch."		
Moto GP: Ultimate Racing Technology	THQ	8	8	"The best bike racing game we've seen in a long time."		
MX 2002	THQ	7	7	"A decent motorbike sim that lacks any real imagination."		
NBA Inside Drive	Microsoft	6	7	"A decent enough sports sim that lacks any sparkle."		
NBA Live 2002	EA	4	6	"The most sophisticated basketball game to date. Apparently!"		
NHL Hitz 20-02	Midway	4	8	"Obscenely violent and as cool as the ice you skate on!"		
New Legends	THQ	7	6	"Average game that fails to offer any real thrills."		
Nightcaster	Microsoft	5	6	"Good ideas swamped by bad execution leaves an average adventure."		
Oddworld: Munch's Oddysee	Microsoft	4	8	"Unlike anything else. This is hilarious and fun to play."		
Pirates: Legend Of Black Kat	EA	N/A	N/A	N/A*		
Prisoner Of War	Codemasters	9	7	"A good idea that doesn't gel together quite well enough."		
Project Gotham Racing	Microsoft	4	9	"Makes other racing games look like a clapped out Skoda."		
RalliSport Challenge	Microsoft	4	8	"Can this be? A realistic racing game that's fun!"		
RedCard Soccer	Midway	7	6	"A short-lived experience that will end up on your shelf after a week."		
Silent Hill 2: Restless Dreams	Konami	5	7	"The scariest videogame ever! One to play alone with the lights out."		
Simpsons Road Rage	EA	4	7	"A fun Simpsons game – for as long as it lasts."		
Shrek	TDK Interactive	5	5	"Shrek looks good but it's all on the surface – disappointing."		
Slam Tennis	Infogrames	9	6	"Flawed but still enjoyable tennis game."		
Spider-Man	Activision	7	6	"Plenty of good ideas but feels unfinished."		
SpyHunter	Midway	7	4	"A pointless release that makes the Xbox seem underpowered."		
Star Wars: Jedi Starfighter	Activision	8	6	"Too basic and unexciting to be any more than a five-minute wonder."		
Star Wars: Obi-Wan	Activision	5	6	"Same story but a different Star Wars game – close but no cigar."		
Star Wars: Starfighter	Activision	3	6	"An above average game with a great licence."		
SSX Tricky	EA	7	7	"Fantastic PS2 snowboarding game that falls short on Xbox."		
Test Drive: Overdrive	Atari	7	5	"Buy Gotham. Buy Burnout, Choose life."		
Test Drive: Off Road Wide Open	Infogrames	5	6	"It may not be to everyone's taste but there's a lot to enjoy."		
Tony Hawk's Pro Skater 2X	Tony Hawk's Pro Skater 2X Activision 3 8 "Never to be		"Never to be released on these shores but no great shame."			
Tony Hawk's Pro Skater 3	Activision	4	9	"Simply the greatest skating game ever made."		
Tour De France	Konami	9	3	"A pointless and unimaginative game that makes housework seem appealing."		
TransWorld Surf	Atari	4	6	"The waves look cool but doesn't inspire like it should."		
UFC: Tapout	Ubi Soft	6	4	"Not bad but it's far too simple to hold any interest."		
Wreckless	Activision	4	8	"Fantastic while it lasts but over far too quickly."		

## THRUSTMASTER £44.99

**FEATURES XBOX LICENSE** No RUMBLE INTENSITY Average MEMORY CARD SLOTS
OTHER FEATURES: F Foot Pedals, Four Gear Shift Table Clamp. Lap Frame

☑ Although not the prettiest looking steerin wheel on the market, THRUSTMASTER's Ferrari Wheel offers everything you could hope for in terms of control. The smooth analogue action of the wheel allows for pixel-perfect cornering and the pedals and buttons feel solid and well constructed. A clamp is included to keep the device still on a table, and it also comes with a lap frame that bolts on and keeps it steady on your lap. An authentic burnt rubber smell completes the package.

## GAMESTER £19.99

CONTROLLE **FEATURES** XBOX LICENSE RUMBLE INTENSITY Subtle MEMORY CARD SLOTS



☒ Oh dear! This controller just radiates cheapness. For a start the analogue sticks feel far too loose and have big enough gaps around them to allow all sorts of foreign objects to make their way into the pad. The shoulder buttons are creaky, the Black and White buttons are almost totally unusable because of their shape and size, and the because of their shape and size, and the Back and Start buttons are positioned so that you regularly catch them when you're playing a game. And all that's topped of with a tacky silver finish.

03 SCORE

## **PROJECT GOTHAM RACING**

It's been around for ages but Gotham still makes for the best racing on Xbox.



## **DEAD OR ALIVE 3**

The only proper beat-'em-up at the moment but we're not complaining.



BEST STRATEGY

## **COMMANDOS 2: MEN OF COURAGE**

If you're looking for a challenge then this is the game you need to buy.

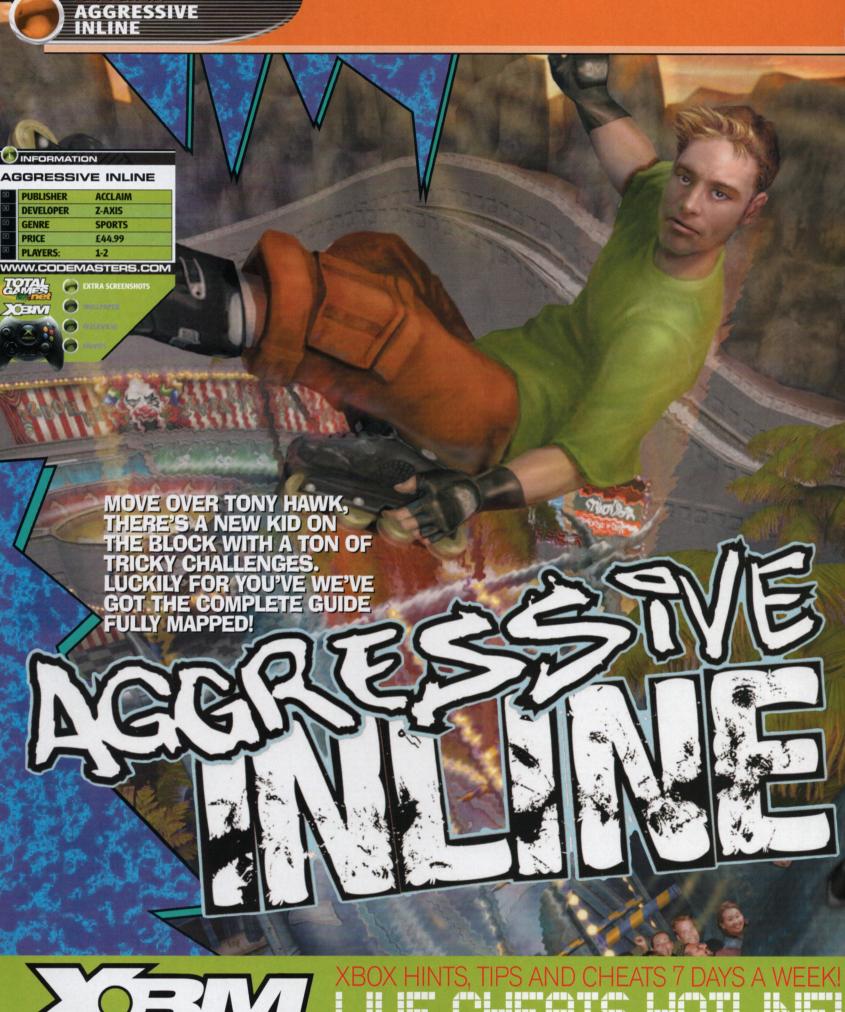


## **CHAMPIONSHIP MANAGER 01/02**

The World Cup may be over but footie fever is still gripping us big time.



<u>)(1:(1)</u>



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XBOX HINTS, TIPS AND CHEATS 7 DAYS A WEEK!

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TRICK LIST

Abstract Grab .....↑, Ø

Method Grab ...... ←, Ø

Complete all the normal challenges in a level in order to to unlock its FMV sequence.

Cheat Codes: Collect all Juice Boxes on a Level to reveal a cheat code. **Power Skates:** Complete all challenges on

every level.

**Ultra Skates:** 

Grabs

Complete all levels with 100

Complete all challenges on a level to unlock its bonus character:

Movie Lot – The Bride Civic Centre - Goddess Industrial – Junkie Boardwalk - Captain Cannery – Diver Airfield – Bombshell Museum - Mummy

## Grinds

Frontside
Backside
Royale
Soul↑, ♥
Miszou→, 🔮
Pornstar ←. Ø
Fastslide, 😗
Makio ∠, •
Fishbrain
Backslide
Torque Soul←, ↑, ♥
Acid Soul←, ↓, Ø
Wonder→, ↑, •
Sweat Stance, ↓, ♥
Soyale ←, ←, ゼ
X←, →, Ø
Unity→, ←, Ø Mistrial→, →, Ø
Mistrial→, →, •
Freestyle Fastslide
Freestyle Backslide→, 7, Ø
Freestyle Fishbrain, 🕽, 🛂, 😗
Freestyle Makio

## Specials (Full Juice meter Required)

Bio 900→,	Λ,	←,	0
Morales's Grind Combo→,			
Salerno's Grind Combo→,	Ψ,	Ψ,	0
Corkscrew 1260←,	Λ,	→,	0
Superman Late Flip,			
Double Back Cross Grab,	Ψ,	→,	0
Double Flatspin←,	→,	→,	←, Ø

All these codes are entered on the cheat screen.

Unlock all levels and Park **Editor Pieces: ↑↑↓↓←→←→**BABA

Unlock all characters: ↓→→↓←↓←↓→→→ **Unlock all Keys:** SKELETON

Juice Meter never runs out: KHUFU

Juice Regeneration: ←←→→←→↓↑↑↓Al

**Super Spin:** +++++++++ Perfect Manuals:

QUEZDONTSLEEP Perfect Handplants: JUSTIN BAILEY

Perfect Grinds: **BIGUPYASELF** 

Low Gravity Wall Rides: ↑サ↑サ←→←→ABABS



## 



## Combos

Abstract Front Flip↑, ↑, ♦
Rocket Front Flip ♥, ↑, ↑, Ø
Method Front Flip←, ↑, ↑, ❷
Stale Front Flip→, ↑, ♠, Ø
Abstract Back Flip↑, ♥, ♥, Ø
Rocket Back Flip ♥, ♥, Ø
Method Back Flip ←, Ψ, Ψ, Ø
Stale Back Flip→, V, V, Ø
Abstract CCW Flatspin↑, ←, →, Ø
Rocket CCW Flatspin <b>V</b> , <b>←</b> , <b>→</b> , <b>Ø</b>
Method CCW Flatspin ←, ←, →, Ø
Stale CCW Flatspin→, ←, →, Ø
Abstract CC Flatspin↑, →, ←, Ø
Rocket CC Flatspin ♥, →, ←, Ø
Method CC Flatspin ♥, →, ♥, Ø
Stale CC Flatspin→, →, ←, Ø
Abstract Hot Flip↑, ←, ←, Ø
Rocket Hot Flip
Method Hot Flip ←, ←, ⊗
Stale Hot Flip→, ←, ←, Ø
Abstract Misty Flip ♥, →, ♦
Rocket Misty Flip ♥, →, →, Ø
Method Misty Flip←, →, →, Ø
Stale Misty Flip→, →, →, Ø



### Manuals

Single Toe Manual .... 4, 1 Single Heel Manual ..↑, ↓





"THE WORLD'S NUMBER ONE FAST ACCESS CHEATS & GUIDES"

## 0000 CHEATS & TIPS

Dead or Alive 3

Genma Onimusha Halo

J.Bond: Agent Und.Fire

Max Payne











24hr Customer Service: (Freephone) 0800 081 6000

# AGGRESSIVE

challenge

Get 1000,000
points (1pt)
It shouldn't take you
too long to reach this so

too long to reach this score but if you want to get it quickly jump and Grind the curb along the length of the road. The more you jump the higher your multiplier will go. When it gets to a decent amount do a trick to get a shed load of points.



"Hey Dudes check this one out on the map!"

Five Bike Racks in one Trick (2pts)

Along the pavement you'll notice some railings, Grind five of these in one trick to complete this challenge. You don't have to Grind them in a row but the easiest place to do this is on the left side (looking down from the start) where you'll see six of these racks in a row. Grind at least five of them in the same trick to complete the challenge.

challenge

check this one out on the map!"

Grind two Traffic Lights (3pts)
Grind the wall that goes along
the bottom of the grassy area on the
left. Then jump up until you are
Grinding the top wall. At the end jump
right to the traffic light, Grind it then
jump to the next one and Grind that.

challenge "Hey Dudes check this one out on the map!

Grind Cliff Edge (2pts)
Inside the movie studio is
a cliff with a boulder on the
edge. Go up the ramp on the left
as you enter then along the
walkway. Grind the handrail then
jump to and Grind the rail on the
right. When you get close enough
to the cliff jump over and Grind it
all the way round in front of the
boulder. You'll see a cut-scene of
the boulder starting to fall but
being held back by two chains.

challenge

20,000 Point Track (1pt)

As for getting 1000,000 points, jump and Grind along the curb outside in order to get your multiplier up. Get the score up to 2,000 and the multiplier up to 10,000 and hey presto! 20,000 points!

challenge

Skitch a Bus (1pt)

Wait for a bus to come down the road then press **1** to grab the back of it.

challenge

check this one out on the map

Get on the Guard House Pipe (1pt)

Go down the road leading to the movie studio and use the ramp at the end to get up to the rail above. Grind it all the way round the guardhouse to complete this challenge.

challenge Check this one out on the map!

Upper Quarter Pipe Transfer (1pt)

When you first enter the inner movie lot turn right to see some quarter pipes. Get some speed on the ground level ones then transfer to the one above.

challenge Check this one out on the map

Mausoleum Transfer (1pt)
Go to the graveyard outside the haunted house and transfer between two quarter pipes over a Mausoleum.

YOU'LL FIND THE JUMP POWER-UP AT THE END OF ONE OF THE TRAFFIC LIGHTS.

12

5

POWER-UP

7

6

Rocket Grab Transfer

Talk to the photographer at the other end of the road from the start then transfer between the quarter pipes over the road doing a Rocket Grab as you go.

START

Front Flip Transfer Photo (1pt) Go straight ahead when you first photographer. Get up some speed then go up one of the ramps with the flashing

enter the inner movie lot and talk to the arrows at an angle and transfer to the other doing a Front Flip as you go.

40,000 Point Timed Run (1pt)

Talk to the girl next to the snack van and she'll give you one minute to get 40,000 points. The best place to go is inside the movie lot and use the quarter pipes to link your tricks with Cess Slides and Manuals.



SPECIAL TRICK

FIND IT IN THE ROOM AT THE BACK OF THE HAUNTED HOUSE, USE WALL RIDES TO GET UP TO THE SMALL ROOM NEAR THE TOP AND JUMP INSIDE.



challenge

cable above it.

Grind the Boulder Chains (3pts)

60,000 Point

Go to the gravestone

ghost will give you one

minute to get 60,000

points. Use the same

quarter pipes near the

entrance again and link

this challenge will cause the tree to grow and wrap a branch around a

Timed Run (2pts)

Once you've completed the Grind Cliff Edge challenge the boulder will start to fall forward but be held back by two chains. Use the bowl behind it to reach one of the chains and Grind it. This will cause the chains to break, sending the boulder rolling across the level smashing the bridge as it goes.

challenge

15. Get 500,000 Points (1pt)

You can either concentrate on reaching this target by continuously doing tricks or you can let your score build up while doing the other challenges.

challenge

5.000.000 **Accumulated** Points (1pt)

This is quite a large amount of points to get this early on in the game but as usual the quickest way to get them is to go to those quarter pipes and link as many tricks as you can with Cess Slides and Manuals

challenge

**Wall Ride Chalk** Board (1pt) Vault from the balcony

towards the chalkboard and wall ride it. Make sure you don't get too close to the board or you won't be able to wall ride it.

challenge

Grind the Large Switch (3pts)

Vault to the green pipe that's at an angle to the balcony (having a full juice meter will help with this). Grind it to the chalkboard and Grind the top of that. Jump to the pipe on the left and Grind it, then jump to the right before the end and Grind the switch.

challenge "Hey Dudes check this one out on the map!"

17. Grind the Third Traffic Light (2 pts)

Grind down the handrail on the right at the start then jump to the rail above and Grind that. Jump off at the end and Grind the traffic light to complete the challenge. You'll also find the Jump Level Icon at the end of this traffic light.

challenge

Get 1,000,000 Points (1 pt)

As with getting 500,000 points you can concentrate on getting this

score or you can let it build up gradually.

**Grind Cable Above Tree (2pts)** 

After you've completed the 60,000 Point Timed Run you'll be able to do this hidden challenge. Go up to the walkway above the movie lot and Grind the rail to the right. Follow it round then transfer to the rail on the right that has the branch wrapped round it. Grinding this rail will complete the challenge.

"Hey Dudes check this one out on the map!" **Grind the 4 Small Switches (2pts)** Switch 1 - This is under the balcony, just

jump up and Grind it.

reach it just transfer between the two quarter pipes, Grinding the switch on the way. Switch 3 - Vault off the balcony towards the

chalkboard but ride the wall opposite instead. Jump to the green pipe and Grind that, then jump towards the switch before the bend in the pipe and Grind it.

Switch 4 – Vault from the centre of the balcony to the green pipe running parallel and Grind it left. Jump off to the switch and Grind it.

21. 100,000 Point Trick, 3 Wall Rides (2pts)

The best place to attempt this is behind the haunted house. Do wall rides all the way along jumping from side to side, and then land it in a Grind on the rail above. Keep Grinding for as long as you can and transfer to other rails going as far as you can.

Get the Museum Backroom Key (1pt) Vault from the centre of the balcony to the green pipe running parallel and Grind it left. Jump off to the left to collect the Key.

23. 600,000 Point Timed Run (1pt)

Talk to the head in the jar in the corner of the horror room and you'll have one minute to reach the target. If the bowl in this room has been emptied then get inside and link your tricks. If it's not empty then quickly make your way to the quarter pipes and do your stuff.

## challenge

## Get 250,000 Points (1pt)

Use the skate park to rack up some big points by linking your tricks with Cess Slides and Manuals.

35,000 Point Trick (1pt) Once again the skate park should provide you with the perfect area to perform a big combo

POWER-UP ON THE BALCONY BEHIND THE JUSTICE STATUE

POWER-UP



"Hey Dudes check this one out on the map!

**Skate Park Pipe** Transfers (2pts)

There are three transfers that you have to do. One is between gap. One is from the underground area up through the gap to one of the central pipes. The last is from the one of the pipes at the side to the central pipes.



Get into the Bowl held by Guy (2pts)

Either side of the statue there is a small ramp on the ledge. Use this to jump to the light wire above and Grind it into the bowl.

Grind the Statue Wings (1pt)

Go to the statue with wings and talk to the actor standing behind it. Grind the length of both wings. Completing this challenge causes the sword on the statue to drop.



Handplant the Gargoyle Heads (1pt)
Talk to the bald drunk guy

outside the station entrance to receive this challenge. Above him you'll see two gargoyles so use the quarter pipes to get up and Handplant their heads.



Grind the Hands of the Clock (3pts)

Talk to the bald drunk guy near the wrecked bus to get this challenge. Use the method to get up to the clock as for the previous challenge. Once up there, keep on the left side of it and use the half pipe to reach the small ramp beneath the clock. Grind this ramp, swing on the pole above then Grind the clock hands. This will take you a few attempts but it is possible.

## challenge

Grind the four Light Wires (2pts)

Above the skate park you'll see four wires with different coloured lights on. Go to the lower area, get your juice meter up to full then Grind up the ledge towards the centre jumping off at the end to reach the wire above. Grind it all the way round to complete the challenge.



75,000 Point Timed Run (1pt)

Talk to the judge on the bridge outside the courthouse and he'll give you two minutes to get 75,000 points. Use the skate park to link as many tricks as you can

challenge

**Transfer from Wing** to Sword (1pt)

Talk to the actor again. then Grind one of the wings of the statue and transfer to the sword and Grind that.

Grind the 3 Wires to the Big Ball (2pts)

The first wire is the easiest to reach, simply Grind up the arm of the statue holding the large bowl and jump to the wire, Grinding it all the way to the ball. The other two are trickier to reach but use the same method. Go over to the building with the clock and use the ramp in the corner to get up to the ledge above. Head towards the clock being careful not to fall off then jump up to raised section and turn around. Go along the ledge then Grind the wire attached to the corner all the way to the ball. Use the same method on both sides to reach the wires. Once this challenge is completed the ball will drop down, roll over a bus and smash through the wall into the station.

challenge

40,000 Points in Bus Pipes (1pt)

Talk to the Conductor standing by wrecked bus and he'll give you this challenge. You only have 30 seconds so it's best to start with a full Juice meter. Do some big tricks in the bus half pipe and link them with Cess Slides and Manuals.

110,000 Point Timed Run (2pts)

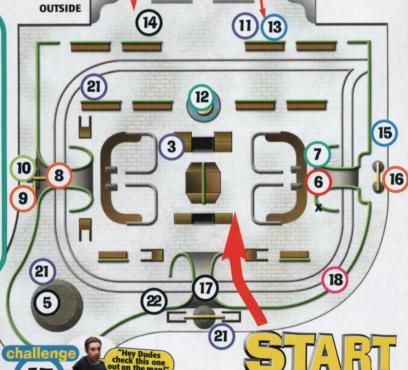
Talk to the judge again to get this

challenge @

Grind Transfer Look Back Judo Photo (2pts)

Find the photographer on the bridge and he'll give you this challenge. Grind the tramline then when you reach the bridge jump over to the tramlines on the other side doing a Look Back Judo Grab as you go.





Grind the four Window Ledges (2pts)

Talk to the judge outside the courthouse. Above you'll see four statues holding books, use the ramps at the bottom to jump up and Grind the ledges between them.

Beam (2pts) Get up onto the

balcony of the courthouse via one of the statue's bowls. Talk to Judge, Grind the rail of the balcony then transfer to the beam and Grind that.

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challenge

**Wall Ride the Broken Statue (1pt)** 

Find the radio on one of the bridges to get this challenge. Wall Ride the broken statue on this bridge to complete it.

Grind the Fireworks Rail (3pts)

Go to the radio near the road. Now use the statues that fell off the truck to transfer to the ledge above. Use this pipe to get up to the beam above, Handplant it then jump off onto the ledge. Grind the entire length of the rail behind the fireworks.

challenge

600,000 Points (1pt) Doing the timed challenges should help you reach this target in no time.

Get

1,500,000 Points (1pt) Use the room into which the ball smashed to rack up this high score by linking your tricks

**AGGRESSIVE INLINE** 

challenge 👼

Fetch the three Parrots to the Chef (3pts) Talk to the chef where the fireworks are and he'll give you this challenge.

Parrot 1 - The first parrot is on the tramlines near the collapsed tunnel. Parrot 2 - The second one is on the top of one of the

statues near the bowl guy. Grind the wire from the bowl to the parrot.

Parrot 3 - The last parrot is on the ledge behind the bowl statue. Use the quarter pipe to get up and reach the parrot. Go back to the chef and press ® challenge @ to give them to him.

challenge 👨

Returned Skates (1pt)

Find the little girl near the bridge and Grind the traffic light above to get her skates and complete this hidden challenge.

Get 5,000,000 Points (1pt) some time to

there in the end

Grind on the Train (1pt) Jump up and Grind on one of the trains as it passes. This isn't as difficult as it sounds but we suggest you SEE THE SPECIAL TRICK.

SPECIAL TRICK

THE DOOR NEXT TO THE CLOCK AND LOOK DOWN

INTO THE ROOM BELOW TO

GO IN THROUGH

350,000 Point Trick (3pts)

Try it in the central skate park. Use the

Jump over both

Trains (1pt) Get a full juice meter then use one of the ramps to jump over the trains as they pass.

**Grind Transfer** between two Trains

(1pt)

As for the previous challengejump up and Grind one of the trains then jump to the other as it passes and do another Grind.

challenge

Grind the Rail from Third to First Floor (1pt)

**LEVEL 3** 

28

Go up to the 3<sup>rd</sup> floor and Grind the handrail all the way down to the bottom. This is a long Grind with lots of turns so keep an eye on your balance.

RAMP DOWN TO LEVEL 2

"Hey Dudes check this one out on the map!"

5 Benches in One Trick (2pts)

Grind five of the benches near the train tracks in one trick; it's as simple as that.

challenge Grind an Awning (2pts) 

Get up to the central walkway using the quarter pipes and Grind the rail that goes in the direction of the coffee shop. Jump to the awning above the coffee shop and Grind it to complete the challenge.

challenge Grind, Swing, Grind Torch Statue (2pts)

Go to one of the statues inside the station and head to the very top. Grind down the rail then swing round the bar and Grind down another rail.

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LEVEL2

RAMP DOWN TO LEVEL 1

RAMP DOWN TO LEVEL 1

850,000 Points Timed Run (2pt)

Talk to the actor by the train tracks again and he'll give you another one minute 30 seconds to reach this higher target. Go to the same room again and do some big tricks.

600,000 Point Timed Run (1pt) Talk to the actor near

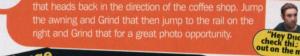
the train tracks and he'll give you one minute 30 seconds to reach the target. The best place to do this is in the room into which the big ball smashed. Do the usual linked tricks and, once again, starting this

with a full Juice meter helps.

RAMP DOWN TO LEVEL 2

Grind Transfer Photo (1pt)

Talk to the photographer outside the coffee shop and he'll give that heads back in the direction of the coffee shop. Jump the awning and Grind that then jump to the rail on the



Welfare State (1pt)

Find the guy shouting at the ATM in the station and Grind the ledge above it to complete a hidden challenge.

RAMP UP TO LEVEL 3 "Hey Dudes check this one out on the map!"

RAMP UP TO LEVEL 3

**RAMP DOWN** 

**RAMP UP TO** LEVEL 3

≥ 20 = 1 1 093

Find the Airfield Key (1pt)

The Airfield Key is in a room at the very top of the station. Go to the second floor and use the quarter pipes in the centre to get to the walkway above. Grind the rail that goes over the train tracks and smash through the wall to find the Key.

## challenge

Get 400,000 Points (1pt)

As usual you can just let this accumulate or do some big linked tricks to get to it quicker... it's your choice.



10 Grinds in a Single Trick (1pt)

The easiest place to do this is in the large bowl that is accessible once you've done the 'Grind the High Rail' challenge. Grind round the edge changing the type of Grind as you go until you've done ten different ones.



## challenge Check this one out on the map!"

Flip the Switch (2pts) Talk to the guy wearing a hard hat in the far corner to get this challenge. Go up the steep ramp again and use the quarter pipe to reach the rail above. Grind it right then jump to and Grind right the rail ahead (you'll find the Grind Level power-up on this rail). At the end of the rail jump and Grind the ledge to flip the switch.

## challenge

Get 750,000 Points (1pt)

challenges should get you close to this score so just do a few more big tricks to reach it.

45,000 Pt Trick with three Vaults (2pts) This is best done in the junkyard under the conveyor belt. Vault over the two raised sections, making sure you land with manuals. Use the quarter pipes at either end to get your multiplier up and keep going until enough points are accumulated.

## challenge

Grind four Robot Arms (2pts)

In the main factory area you'll see a row of six robot arms moving around. Use the quarter pipe to get to the walkway above then Grind four of the arms.

## challenge

"Hey Dudes check this one out on the map!"

100,000 Point Timed Run (1pt)

Go to the clocking-in machine near the carwash to be given this challenge. You have one minute to accumulate the score so go up the ramp and perform some linked tricks in the bowl at the top.

**Pipe** Photo (1pt)

the hologram then transfer between the two quarter pipes for



Get 2,000,000 Points (1 pt) This score will require a

bit more work but if you link enough tricks with manuals

and cess slides you'll

eventually reach it.

**Grind the High Rail** (3pts)

guy with a broom. Talk to him to be given this challenge then go up the steep ramp in the main factory area. Use the quarter pipe to reach the rail above and Grind it left. Jump to the rail below to the left and Grind it all the way to the top to complete the challenge. Bear in mind you

## SPECIAL TRICK

ONCE THE BOWL HAS BEEN OPENED TRANSFER TO THE LEVEL ABOVE - FROM HERE JUMP UP TO THE WALKWAY ABOVE TO FIND THE SPECIAL TRICK.



## challenge

Grind last two Robot Arms (2pts) Grind whichever two robot arms you didn't the first time round to complete this challenge.



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6



## challenge

Get 600,000 Points (1pt)

quarter pipes around do some big tricks on

## challenge

70,000 Point Trick (1pt)

Go into the area with the Boardwalk Skull and Crossbones sign above it and link some big tricks.

## challenge

challenge @

challenge @

Get 2,500,000 Points (1pt)

This score will take a while longer to reach but keep at it and you'll eventually get there.

**Grind four Octopus Arms (2pts)** 

talk to the guy to get this challenge.

on the Island (2pts)

Use the fallen Ferris Wheel

to get to the island then use

rail above. Grind it then jump to the

arms and Grind four of them.

## challenge "Hey Dudes check this one out on the map!"

Pier Entrance Gap (1pt) Jump from one quarter pipe to the other over the pier entrance to complete this simple challenge.



**Handplant Ferris Wheel** Seat one rev (2pts)

Ferris Wheel and handplant a seat. Hold the handplant for one complete revolution.

## challenge

Pier Entrance Gap (1pt) Jump from one quarter pipe to the other over the pier entrance to complete this simple challenge.

## challenge 5



Grind eight Octopus Arms (3pts)

Grind whichever four octopus arms you didn't Grind the first time round.

## challenge

"Hey Dudes check this one out on the map!" **Handplant Photo** (1pt) Break the Lanterns

Talk to the photographer near the Ferris Wheel to get this challenge then handplant the nearby Yoo-Hoo sign.

## the lanterns.

Test of Strength (2pts)

Grind the rope above the Mime and hit the bell to complete another hidden challenge.

## the side of the bowl to get up to the rail above. Grind the entire length of it to break all challenge

6.000,000 **Accumulated** Points (1pt)

By this time you should be pretty good at linking tricks so go to one of the bowls and get this score.

## challenge

Edge of Pier Grind (1pt)

Grind the raised section next to the Ferris Wheel then jump to the edge of the pier and Grind that and jump off the rope at the end.

## challenge

Get 1,000,000 Points (1pt)

As usual you'll get closer to this score the more challenges you complete, but if you can't wait to get it then get your Juice meter up and link some special tricks.

## challenge 2

Five Passes past Jaws of Defeat (2pts) Talk to the guy next to shark ride to get this challenge. Get into the bowl under the shark ride and jump up at either end in front of the swinging ride. You must successfully pass in front of it five times in order to complete the challenge. If you crash you must start again.

Grind the Ferris Wheel Wing Nut (3pts) Talk to the clown near the Ferris Wheel and he'll give you this challenge. If you look up at the wing nut you'll see a rope attached to it that leads to the roller coaster. Go up the roller coaster then drop down to the rope and Grind it jumping to and Grind the nut before you reach the end. Completing this challenge causes the Ferris Wheel to fall into the water.

## challenge

"Hey Dudes check this one out on the map!

**Method Grab Photo** (2pts)

Talk to the photographer on the top of the building next to the roller coaster. Jump over the gap in the roof doing a Method grab to complete the challenge.

**Grind the Mime** (1pt)

Grind the Mime that's between the Octopus and Shark rides to complete this hidden challenge.

## challenge

This trick must include a wall ride, a vault and a horizontal pole. Go to the roof next to the roller coaster where the photographer was. Turn round to face to the horizontal pole above the roller coaster and vault over the wall to it and swing round. Grind up and down the tracks jumping as you go to get your multiplier up then ride the wall of the building on the way up to complete the challenge.







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31





## SPECIAL TRICK

THE SPECIAL TRICK CAN BE FOUND BEHIND THE WALL THAT THE CANNON BLASTS A HOLE IN.



Skitch the Coaster (1pt)

challenge

Just grab the back it goes past to complete this hidden

Lighthouse Rail Grind Transfer (2pts)

Get up to the bridge opposite the lighthouse, Grind the rope then transfer to the handrail of the lighthouse and Grind it all the way down.

challenge "Hey Dudes check this one out on the map!"

Grind through the Gold Tooth (2pts) Above the long rope bridge you'll see a large skull with a gold tooth. Grind the rope towards it then jump to the pole and Grind that through the tooth. Completing this challenge will cause parts of the bridge to collapse.

Grind 3 Times around the Boulder (1pt)

Go up the roller coaster tracks until you are above the volcano. Drop down and land on the top of it then use the bowl to get up to the boulder and Grind around it three times. This will cause it to fall down and smash through the park removing part of the roller coaster tracks

**Grind Transfer** the Roller Coaster (2pts)

where you land.

challenge) Grind the Broken Bridge

**AGGRESSIVE INLINE** 

(1pt) After Grinding through the gold tooth, parts of the bridge will be missing. Grind the entire length of the rope on one side. This will cause the remaining sections of the bridge to fall down.

650.000 Point **Timed Run** 

Talk to the clown at the roller coaster station to get this challenge in which vou'll have 90 seconds to reach the score. Use the nearby quarter pipes to link some special tricks and you should reach this score easily.

Grind the Rope above the

Cannons (2pts) Talk to the peg leg guy on the ship near the waterfall to get this challenge. On the side of this ship is a rope that is just above the cannons. Grind the length of it, jumping the gap in the middle and the cannons will fire. This will blast a hole in the opposite wall, lowering the water level.

challenge @

"Hey Dudes check this one out on the map!"

Grind the Mast (2pts)

Talk to the Captain on the ship next to the tree to get this challenge. Use the bowl at the front of the ship to reach the rope above, Grind it to the mast then Grind that.

challenge

Front Flip Photo (2pts) Talk to photographer in the bowl at the top of the tree to get this challenge. Simply get some speed up then do a front flip as you leave the side of the bowl.

Get the Monkeys (3pts) Find the chef inside the tree to get this challenge. As with the parrots on the Civic Centre level you must collect them all without crashing then take them to the chef. Monkey 1 - The first simian is on the branch of the tree that winds round from

the top to the bottom. Get to the top of the tree by swinging round the horizontal pole on the roller coaster to get to the rope overhead. Grind this to the top of the tree then Grind down the winding branch picking up

Monkey 2 - The second monkey is to be found on the upper level of the roller

Monkey 3 - The final monkey is on the mast at the front of the ship next to the roller coaster station. Get some speed up and Grind the

POWER-UP

YOU'LL FIND THE MANUAL POWER-UP AT THE TOP OF THE SHARK RIDE, JUMP DOWN FROM THE ROLLER COASTER AND GRIND TO PICK IT UP



Find the Movie Lot Key (3pts)

You'll find the key behind the waterfall that's next to the tree. Grind the handrail then jump to the



challenge

Get 700,000 Points (1pt)

There are plenty of ramps and rails on this level where you can get this score pretty quickly. challenge

90,000 Point Trick (1pt)

By now, doing a trick of this size should be easy for you, it certainly was for us.

**Grind Transfer the** Pier Ropes (1pt)

Grind the length of the ropes on the pier to the left of the boat, making sure to jump the gaps.

Break the three Lights (2pts)

Go to the walkway above the pier then transfer to the one above. Grind the length of the rope that's attached to the corner and on the way you'll break the three lights.

challenge

Grind transfer the Lifeboat Rails (1pt)

Use the wooden pallets to jump up then wall ride and Grind the lifeboat rails. 12

3

challenge @

challenge @

Grind transfer to the

Go to the pier to the right of

Four Rails (1pt)

the boat and Grind transfer the

four rails in one trick.

Grind transfer the Pipes (1pt)

Talk to guy next to propane tank to get this challenge. Use the quarter pipe to reach one of the pipes, Grind it then transfer to the other.

challenge

**Grind transfer the** Pipes (1pt)

Talk to guy next to challenge. Use the quarter pipe to reach one of the pipes, Grind it then transfer to the other.

challenge 5

**Grind Transfer the** Pier Ropes (1pt)

Grind the length of the ropes on the pier to the left of the boat making sure to jump the gaps.

challenge

Grind the Harpoon (2pts) Talk to the Captain on the small ship and he'll give you this challenge. Use the horizontal poles to get to the top of the boat then Grind the harpoon.

challenge

200,000 Point Timed Run (2pts)

Talk to the Captain on the pier and he'll give you one minute to get the points. Enter processing plant and use quarter pipes to link some tricks.

challenge

Get 1,500,000 Points (1pt)

Doing certain challenges will create even more quarter pipes to do tricks on, so reaching this score may take a little time but shouldn't cause you any problems.

Grind all of the Harpoon Line (3pts)

Talk to the Captain on the small boat again after completing the 'Grind the Harpoon' challenge, then go up to the harpoon and Grind the cable.

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POWER-UP

YOU'LL FIND FAKIE POWER-UF ON THE RAIL ABOVE THE VAT OF FISH, GET SOME SPEED AND GRIND UP TO IT.

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challenge

17

Get 3,000,000 Points (1pt)
As with the previous challenge, use the various quarter pipes to link some special tricks.

challenge "Hey Dudes check this one out on the map!"

Construct and score 50,000 Points (3pts)

Go into the cold storage room to find this challenge. You have three minutes to create a skate park and get 50,000 points on it. However, all the pieces that you place are made of ice and disintegrate after you've touched them. The best way to do this challenge is to forget about creating a skate park and head outside. Use the quarter pipes outside to link your tricks with Cess Slides and Manuals.

Find the Industrial Junk Yard Key (3pts)

challenge

You'll find the key up on the high conveyor belt outside. Get to it by Grinding the plank of wood that connects the belt and the high ledge to the left of the ship.



Return of the Peg Leg (1pt)

Outside you'll see a guy with one leg hopping around next to a shark. Grind the rail above the shark to return the peg leg and complete this hidden challenge.



challenge

Get 5,000,000 Points (1pt)

If you can manage the lower scores then this should be no problem for you.

challenge

200,000 Point Trick (3pts)

This is quite a large trick but link some special tricks with Cess Slides and Manuals and you should be able to manage it.

challenge "Hey Dudes check this one out on the map!"

Grind the Swordfish (1pt)
Use the quarter pipe where the fish are hanging to reach the pipe above then Grind it round to the Swordfish then jump to and Grind it.

above then Grind it round to the Swordfish then jump to and Grind that.

"Hey Dudes check this one...

Grind the Control
Panel (2pts)
Use the quarter pipe where the fish are hanging to reach the pipe above then Grind it and jump to the control panel and Grind that.

mallenge "Hey Dudes check this one out on the map!

750,000 Point Timed Run

(3pts)
Talk to guy to the left of the choppers, he'll give you one minute to get the points. Use the half pipe where the fish are hanging down to link some big tricks.

Challenge
Grind
Under the
Choppers
(1pt)

Grind the conveyor belt under the choppers without getting 'chopped' to complete this challenge.



SPECIAL TRICK

THE SPECIAL
TRICK IS AT THE END
OF THE CONVEYOR BELT
PAST THE CHOPPERS. IT'S
OUITE STEEP SO YOU'LL
HAVE TO GET UP A
DECENT AMOUNT OF
SPEED TO GET IT.



hallenge "Hey Dudes check this one out on the map!"

Choppers the Hard Way (2pts)
Grind under the Choppers again without getting
'chopped'. This time they all come down at the same time
so you have to get under them much quicker.

hallenge "Hey Dudes check this one out on the map!"

Grind the
Leaking Steam
Pipes (3pts)
Talk to guy near
chopper. Grind the
nearby pipes to stop all
15 leaks. Each stopped
leak adds five seconds
to the timer.







challenge 💆

Grind the Tethered Plane (1pt)

Grind the cable that's attached to the plane then Grind the plane itself.



Handplant the 3 Back Corner Bars (1pt)

In the back corner of the hanger you should see three green bars above each other on the wall. Use the ramp below and handplant all of them (it doesn't have to be in a row) to complete this challenge.

Get 1,000,000 Points (1pt)

If you've done the first two challenges then you shouldn't be too far off this figure, just do some more big tricks to reach it.

125,000 Point Timed Run (1pt)

Go to the radio next to the You have one minute to get the points so use the nearby bowl again to link some special tricks



Handplant the three Bars (1pt)

There are three more bars to handplant on the right-hand wall of the hangar. Use the ramp below to reach them.

challenge

Get 2,500,000 Points (1pt)

Use the bowl outside again to link some big tricks and reach this score, which should be easy by now.

250,000 Point Timed Run (2pts)

Go to radio near the hangar exit to get this challenge. Once again you have one minute to reach the score. Use the bowls inside the hangar to rack up the points.



Skitch from the Plane (2pts)

Once you Grind the tethered plane it takes off and flies over the airport. Grab the cable tailing behind it to complete this challenge.





## Hot Flip Transfer Photo (1pt)

Talk to the photographer next to one of the bowls in the hangar to get this challenge. You must transfer from one spine to the other in the bowl nearby while doing a Hot Flip.



## T-bone Gap Photo

Talk to the photographer by the hangar exit to get this challenge. You must jump the gap above him while doing a T-Bone Grab.
Transfer up there using the nearby quarter pipes.



## "Hey Dudes check this one out on the map!"

Find the Boardwalk Key (3pts)

The key is on the rails near the lunar module. Use the quarter pipe below to transfer up and Grind the rail to reach the key.

# POWER-UP

THE WALL RIDE POWER-UP IS HIGH ABOVE THE RUNWAY. SKITCH THE PLANE AND LET GO ALMOST IMMEDIATELY. THIS SHOULD GIVE YOU A HUGE SPEED BOOST SO GO UP THE QUARTER PIPE AT THE END AND DOWN INTO THE TUNNEL. JUMP UP THE QUARTER PIPE AT THE END AIMING TO THE LEFT AND YOU SHOULD JUST ABOUT REACH THE POWER-UP.



## challenge

## **G**ruise Missile Enema (3pts)

Use the rails where you found the key to reach the lunar module then wall ride it to complete this hidden challenge.

## challenge "Hey Dudes check this one out on the map!

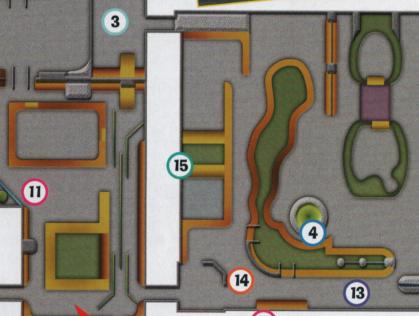
Place and Trick on six items (1pt)

Go into Hangar B and use the green glowing machine to start this challenge. Move the six items into a position where you can use them in one trick. It's probably best to arrange the pieces so you can Grind them in a row. Don't forget the trick must also include the quarter pipes in the centre of the room.

## challenge "Hey Dudes check this one out on the map!"

Place and Trick on eight items (2pts)
This is the same as the previous challenge but you must place eight items instead.







19

18 17

## challenge

"Hey Dudes check this one out on the map!"

Place and Trick on tenitems (3pts)

This is the same as the previous two challenges but you must place ten items instead.



Get 1,000,000 Points (1pt) Getting a score like this

should be a piece of cake by now, so get on with it.

challenge

200,000 Point Trick (1pt)

Once again linking a few special tricks in one of the many bowls or quarter pipes on this level should see you reach this score quickly.

Manual the Display

Case (2pts) Go up to the second floor and manual along the top of the Display Case.



Display to Rail to Triceratops Grind (2pts)

Go up to the second floor and Triceratops then jump down and



challenge @

125,000 Point Timed Run (1pt)

Go to the information pod on the bottom floor next to statue to get this challenge. You have one minute to reach the score so use the nearby bowls to link some tricks.

Grind the **Mammoth Display** 

(1pt) Go to the pod next to the mammoth display then use the quarter pipe at the side to get up and Grind round the top of it.



**Grind the Bronto** Skeleton Spine (1pt)

Go to the pod next to the broken railing for this challenge. Use the base to jump up and Grind the skeleton. This will cause the ribs to fall off the dinosaur.

challenge

**Spin Around the Bronto Spine (1pt)** 

Go back to the same pod as the previous challenge then jump up the side of the base and grab the section of the spine where the ribs have fallen off.

**Grind the Upturned Bronto Ribs (2pts)** 

Go to the same pod one challenge. Get onto the base under the skeleton then Grind both the upturned ribs

challenge

**Grind Over the Pterodactyl** (2pts)

Go to the information pod on the top floor to get this challenge then go left and onto the metal walkway. Jump up to the left and Grind the rail until you've gone over the Pterodactyl.

**challenge** 

Fast Slide T-Rex Back Photo (1pt)

Talk to the photographer near the start to get this challenge. Go up to the second floor so you're looking down at the T-Rex in the lobby below. Jump to it and Fast Slide Grind its back.



challenge

Get 4,000,000 Points (1pt)

Go to the bowls in the room with the Viking ship and link your tricks.

challenge

Get 6,000,000 Points (1pt)

Once again go to the bowls in the Viking room and link as many tricks as you can.

challenge

Photo Grind the last light (3pts)

Talk to the photographer in the storeroom then go up to the opposite corner and use the quarter pipe to reach the light above. Grind it to complete the challenge.

400,000 Point Timed Run (2pts)

Talk to guy with red bandana in the storeroom to get this challenge. You have one minute to reach the target score, just use the bowl in front of you to link your tricks.

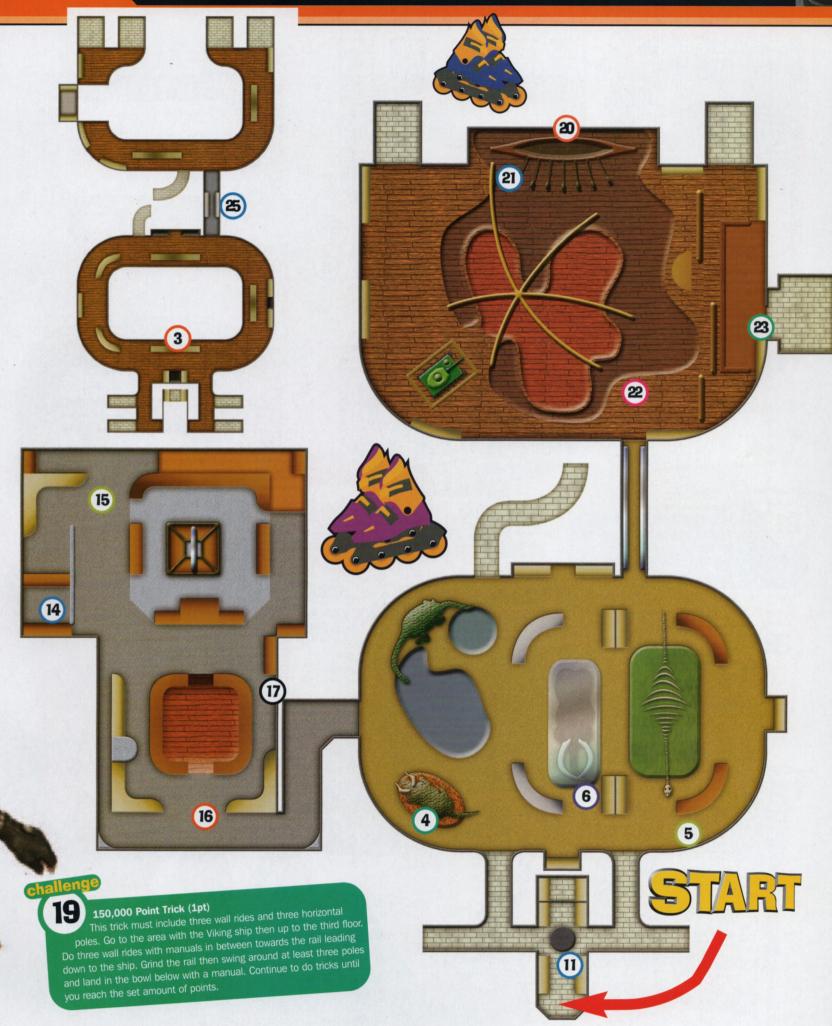
Find the Civic Train Station Key (3pts)

The key can be found at the top of the storeroom above the photographer. Use the pipes and lights hanging from the ceiling to reach it.

You've done it now (2pts) Look up from the oval bowl in the storeroom to see the Ark of the Covenant above. Transfer to the walkway below it then use the quarter pipe to get up to it and Grind the handle to complete this hidden challenge.

Get 12,000,000 Points (1pt)

This is the largest score you must reach in the game, but to be honest it's not really difficult. Your stats should be pretty high by now and you should have some if not all of the Special Tricks. There are plenty of bowls and quarter pipes where you can do some tricks and you should reach this score in no time.

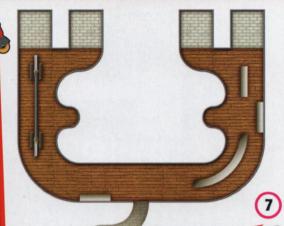


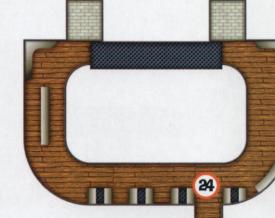




THE SPECIAL
TRICK IS UP ON THE
FOURTH FLOOR. WALL
RIDE TOWARDS IT THEN
JUMP TO REACH IT.





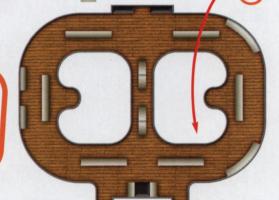




"Hey Dudes check this one out on the map!"

Grind both sides of the Viking Ship (2pts)

You'll see there are two rails leading to each end of the ship from either side of the third floor balcony. Grind down both to Grind each side of the ship.





challenge

"Hey Dudes check this one out on the map!"

Pole Transfer 5 Viking Oars (2pts)
Grind down one of the rails from the third
floor to the ship and swing round all the oars
in one go to complete this challenge.

challenge ("Hey Dudes check this one out on the map!"

1,000,000 Point Timed Run (3pts)

Go to the information point in the Viking area. You're given two minutes to reach the score so use the bowls to link some special tricks.

challenge "Hey Dudes check this one out on the map!"

Pole Transfer to Tank Barrel (2pts)

Talk to the thief who's trying to open the safe. Go up to the second floor then jump to and swing round the pole nearest to the tank. Let go and Grind the barrel of the tank to complete the challenge and make it fire across the room, opening the safe and revealing the Spin Level power-up inside.

Rocket Wonder Grind

Photo (2pts)
Go to the photographer on the top floor and he'll give you this challenge. Wonder Grind the rocket hanging from the ceiling to complete his request.

challenge @

Egyptian Hallway (2pts)
Go to the Egyptian hallway on
the second floor, Grind one of the
ledges on either side, spin round the
pole then wall ride the Eye of Ra to
complete a hidden challenge.

POWER-UP

THE SPIN POWER-UP IS INSIDE THE SAFE THAT'S BLASTED OPEN BY THE TANK.







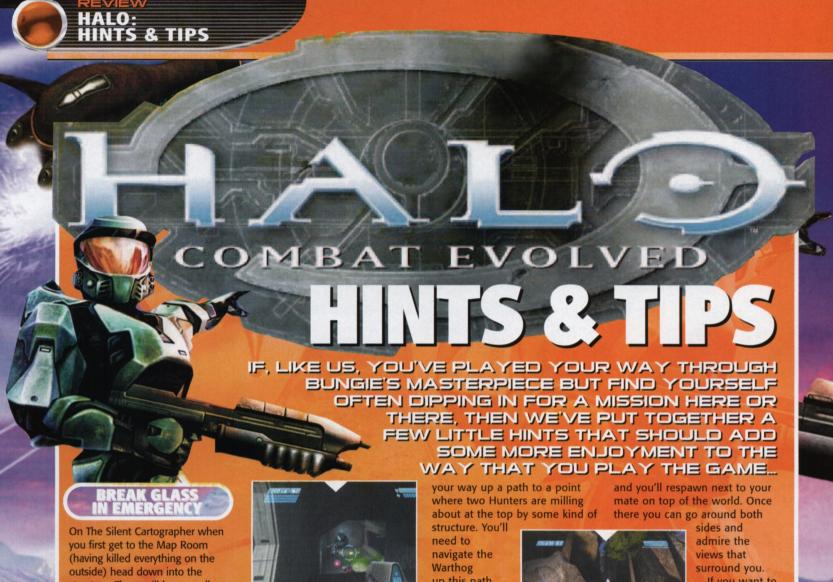
The UK's only Xbox tips magazine has all the guides and cheats you need to become a gaming expert...

## **INSIDE ISSUE #4:**

- TUROK: EVOLUTION
  The complete solution!
- BUFFY THE VAMPIRE SLAYER We save Buffy's ass!
- COMMANDOS 2 Amazing mapped guide!
- ENCLAVE
  The full walkthrough!
- Plus many more and the complete A–Z of Xbox cheats!

# **OUT NOW!**

Available from all good newsagents



On The Silent Cartographer when you first get to the Map Room (having killed everything on the outside) head down into the structure. There will be a small group of Covenant and the Gold Elite will lock the door. Once you finish off those remaining on your side of the door the Gold Elite will remain standing behind the door, looking all cocky because he thinks he's safe. Take a human weapon (we prefer the pistol); back off up the slope you came down, and then open up on him through the narrow window in the centre of the door. You'll soon see how quickly the smile can be wiped off of his





## GET ON TOP OF THE WORLD

While navigating the island searching for the Silent Cartographer why not take your foot off the gas for a few minutes and enjoy the sights from on top of the island itself? There is nothing on top of the island by way of a reward for getting up there, but the accomplishment in itself should be more than enough.

You can get up there in both Campaign and Co-operative mode, although the latter is somewhat easier. Let's start off with Co-operative mode...

Beyond the entrance to the Map Room you'll have to make

up this path (it's tricky at the start but it will get there). As you get to the crest of the hill there will be one last rock in the middle of the path. Put your foot down and ram the Warthog in the gap on the left between the rock and rock face. Wedging your trusty vehicle in there should actually mean that its wheels are no longer on the ground. Now that the

Warthog is up in the air somewhat you'll need to clamber aboard – one player then jumps onto the head of the other and, hey presto, up on to the top of the island! The player still in the canyon then needs to perform a suicide ritual of some kind (whatever takes your fancy)

If you want to do this in Campaign mode you'll need to go to the same place, except this time you'll need two Warthogs (another is conveniently located on the beach at the foot of the path between the rocks). Put the first Warthog in the gap between the rock mentioned before and then get the other Warthog. You are going to have to drive the second

vehicle into the stationary one, forcing it up into the air until it is almost vertical. Ensure that you have space to get clear of the driver's seat of the second Warthog to avoid a rather annoying death after expending so much effort. Now clamber



your way up and enjoy the sights that are all around you.



HIDDEN BANSHEE

When you play The Assault on the Control Room you get the chance to drive a tank. As soon as you get the tank you'll have the choice of going left or right. Turn right and as you come around the corner to the open area up, on the left you'll notice a ledge (a built one, not a natural one) on the rock face. You'll need to have grabbed the rocket launcher - get it out (if you haven't got it, it's just back by the crashed Pelican) and start blasting at the ledge. It doesn't seem to do much until you notice that your explosions are manoeuvering a Banshee to the side.

As soon as you can see it, hit it with one more shot to bring it crashing down and ready to be piloted. This makes the battle a hell of a lot easier and enables you to get up and destroy the tank that is up on another (natural) ledge with no fuss whatsoever. Even better than this is that you can then take the Banshee virtually right through the whole level, either bypassing enemies or raining fire on them from above. It really puts a whole new perspective on the level. Note: This tactic works fine in Campaign mode but we have so

far been unsuccessful in getting it to work in the Co-op mode.



UP CLOSE AND PERSONAL

When fighting Covenant Tanks a sure-fire way of destroying them with minimal damage to yourself is to get up right to the nose of the tank and keep blasting away at it. This is especially true if you are riding a Ghost but handheld

weapons will also do (except for the rocket launcher, which will kill you both). Because of your proximity the Tank driver won't open fire in the knowledge that he'll kill himself in the process.



FREE PELICAN RIDE

On Level 343 Guilty Spark at the very beginning you can stay on the Pelican and blag a free ride all the way to the structure that you have to have to go into. As soon as the level starts don't move, but throw all of your plasma grenades. Stay still and you'll soon find yourself winging over the route you would have had to have taken, thus





bypassing all the skirmishes on the way to the entrance of the underground structure. As soon as the Pelican lands you won't be able to get out for about 30 seconds but don't panic, it will let you out. Head along to the left and you'll soon find yourself on the roof of the structure, a position from which you can either slip into the building totally unnoticed, or take out your enemies from a position with an elevated advantage.

HIDDEN CAMOUFLAGE ON 343 GUILTY SPARK

Should you decide to go the normal way to the underground structure on this level you'll encounter some fierce resistance at the entrance of the building. Avoid this unnecessary grief by picking up some hidden Active Camouflage en route to the entrance. Just past the downed Dropship is a fallen tree that you need to use as a bridge. Halfway across if you look to your right you'll notice a large pipe. Jump down off the fallen tree; head up to the pipe (it's an easy slope to negotiate) and to the left of it is the invisibility bonus. You are now free to waltz in past the Covenant should you so desire.



TELL US WHAT'S ON YOUR MIND AND GET IN TOUCH WITH XBM...

> Look, you know what to do: jot down the feverish ideas in your minds and send them to us. You could win yerself a copy of an Xbox game of your choice!

XODX

If you want to get in touch with us here at XBM you can do so in five ways...



Drop your question to us via email at... XBM@paragon.co.uk



By post to... XBM, Paragon Publishing, St Peter's Road, Bournemouth, BH1 2JS



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We have an SMS text service sponsored by Orange. Simply text us your question or comment on... 07813 297947



Call the XBM team any time between 4pm and 6pm weekdays on this number... 01202 200230



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WHY SETTLE FOR LESS?

Dear XBM

Issue 7 was the first XBM mag I read and I'll definitely be buying it again but whatever mag I read or have read over the past few months, the vast majority of games reviewed have been average. Just average. Why? With the capabilities of the Xbox surely the guys that make games could put a bit more effort into games these days. Too many games are just money hungry. I think gamers should take a look at games like Dead or Alive 3, Project Gotham Racing and Halo and ask themselves why they put up with average games!

When I'm older I want to make sure games aren't made for money but with the customer in mind but I don't know how to get to work for a company that designs games...

Ben Norman, Puckeridge

☑ Good luck... but companies already make games with the customer in mind. That and your money... And on the subject of average games - we agree, there are too many average games at the moment but we could probably attribute that to the fact that because of the super high quality of the Xbox launch games. Compare any racing game with **Project Gotham and it seems** 

## THINK YOU KNOW ABOUT TEST YOUR KNOWLEDGE

### **01** Question

PAGES OF 18 PAGES OF NEWS FROID REVIEWS | 18 PAGES OF NEWS FROID

Splinter Cell's story line was written by which author?

A Tom Clancy

**B** AA Milne

C Roger Hargreaves

**D Enid Blyton** 

### **02 Question**

Ninja Gaiden is developed by which Japanese developer?

**B Team Ninja** 

C Konami

How many male characters does Dead or Alive Extreme Beach Volleyball feature?

**B**4

## **04 Question**

Which rally driver holds the record for number of lifetime rally wins?

A Tommi Makkinen

**B Robert Burns** 

C Carlos Sainz

D Colin McRae

### **05 Question**

Conflict Desert Storm takes place during which year?

A 1982

B 1990

C 1992

### **06 Question**

What are the vehicles that are used in Splashdown called?

A Sea Jets

B Ski Doos

C Jetskis

D Sea Doos

### **07** Question

Which famous wrestler quite recently 'left' the WWF?

A The Rock

B The Big Show

C Stone Cold Steve Austin

## **08 Question**

Name the two games spliced together in this screenshot.

A Brute Force and Deathrow

B Dead or Alive Volleyball and Steel Battalion

C Blade 2 and Total Immersion Racing

D Colin McRae 3 and Battle Engine Aquila



average. Same goes for *Halo, JSR Future* and so on. Just wait until
Christmas and next year.



▲THINK ABOUT THE FUTURE: In just a few months we should see titles that rival some of the best on Xbox so far.

### **EYES WIDE SHUT**

Dear XBM

Well I have recently got an Xbox – what a machine! While out shopping I came across a wicked pair of glasses for PS2 (Olympus Eye Trek glasses). It's like playing on a 56" TV screen but you wear them like glasses. I hope and pray that the Xbox will bring something similar out. I wonder if you have heard anything.

Yours with my eyes wide open, **Darren Connell, Icklingham** 

□ The glasses that you refer to will work on just about any



console, including the Xbox. They just promote the fact that they work with PS2 because they came out about the same time as Sony's console. They are good, though.

### WHO ATE ALL THE PIES?

**XBOX RULES!** 

Dear XBM

I would like to congratulate you on another successful issue of XBM. In the next month or two I will be getting an Xbox of my own and I need to ask you a few questions:

- 1. What is a good game to start off with?
- 2. Do I need a memory card?
- 3. Should I let my brother have a go on it?

4. Will the prices of games go down any time soon or should I just save up my pocket money for a few months and buy one that you guys recommend?

Also, I did a survey with some mates about if the Xbox was better than PS2. Most of them have PS2s but amazingly more votes came to the Xbox than I expected. I did a graph to show you the votes.



A THE PROOF IS IN THE, ER, PIE: Well, well – it seems as if statistics seem to point towards a shift over to the big black and green machine. I guess we all knew that this was inevitable, but could we have have foreseen that the results would be so conclusive at this early stage?

The red is Xbox (votes: 55) and the blue is PS2 (votes: 5). Yours Sincerely,

Edward Rogers, Perton.

☑ Thanks. Some answers to your queries. 1. Halo, Project Gotham, JSR Future, DOA3. Any of those ones. 2. You'll only need a memory card if you want to take your game saves around to a friend's house. Otherwise all games saves are on the hard drive. 3. Is he tougher than you? 4. Expect prices of Xbox games to fall this winter.

### **BUNGIE JUMP?**

Dear XBM

I am the biggest Xbox fan in the world and I love reading your magazine. I have a few questions that I would like to ask you.

- 1. How come the Xbox cannot play DVDs from all regions?
- 2. Will a Command & Conquer game come out?
- 3. Is there any news on *House of* the *Dead 3* and the light gun?
- 4. In issue 3 there was a game called *Ironstorm* and it looked wonderful. You said it was out in the spring but that was



▲ THE HOUSE OF FUN: There will be a light gun available for maximum zombieblasting pleasure on HOTD3.

## XBOX GAMES? THEN WHY NOT IN THE XBM TRIVIA QUIZ...

### 09 Question

Morrowind takes place in which mythical land?

A Vvardenfell

B Middle Earth

C Gravendell

D Trumpton

### **10 Question**

Steel Battalion comes with its own specialist controller. What is the equivalent in pounds to how much will it cost in Japan?

A £120

B £130

C £150

D £200

### 11 Question

Name the hero of the Shenmue games.

A Rye

B Rio

C Ryu D Ryo

### 12 Question

From which game is this screenshot taken?

A Reign of Fire

B Loons

Shenmue 2

D Splinter Cell



### 13 Question

What is the maximum number of players that can play Brute Force?

A 1

B 2

C 3 D 4

### 14 Question

Reign of Fire sees humans fighting against what?

A Aliens

**B** Dinosaurs

C Dragons

D A deadly virus

### 15 Question

Bruce Lee's fighting style is called what?

A The art of fighting without fighting

B Gung Fu

C Karate

D Jeet Kune Do

### HOW DID

Getting there. A decent effort, but a few lapses in concentration have cost you a top mark. **B** 

NOW CHECK YOUR ANSWERS ON PAGE 130

- absolutely ages ago. When is the new release date?
- 5. Is there any chance that GTA3 will be coming to Xbox? Wouldn't it be terrific if Bungie teamed up with Rare to make one super FPS. Tell Bill Gates to get his credit card out and buy Rare. It's just a thought but who knows... May the xforce be with you XBM team. Yours Faithfully

### Andrew Fernandez, Stanmore

☑ Always questions ... Here are the answers. 1. It's to do with licensing in different countries - the film studios charge different prices in different countries and have different release dates: for example it's possible that a Region 1 DVD (US) will come out before the film is actually in the cinemas in the UK. That wouldn't make very good business sense now if you could buy the DVD rather than watch it down your local Odeon, would it? 2. Perhaps. We've not heard anything yet. 3. Yes, SEGA is releasing a light gun with the game. 4. The latest we've heard is that Ironstorm will be out in time for Christmas but don't hold your breath. 5. No, none whatsoever.

### THE MONITOR

Big fan of your magazine and huge fan of the Xbox. Recently purchased your magazine and saw an article about linking an Xbox to a computer monitor. I recently read on a Web site that something is now available to do this - www.teamxbox.com. Could you give me any information on this, as the article on the site was unclear. Cheers

### Rizz, via email

 ▼ To be honest we've not heard anything about how to hook your Xbox up to a monitor. But this would be the way to get the best possible picture. Perhaps you lot can help Rizz?

### IN THE REGION

Having recently discovered your magazine I was hoping you might be able to answer this question for me. When is the DVD Region X being released for the Xbox? Nowhere seems to have the same release date and the company I have ordered one

through just keeps pushing the date further back. The company that makes it has not responded to my queries so I was hoping someone or something with more stature in the gaming world may have better effect. Cheers,

### Rich Twiner, via email

PS do you think you guys will ever produce a DVD with the issues or will that just increase the price too much? (like many PS2 mags)

Region X was supposed to be available from launch but mysteriously disappeared. The latest we've heard is this winter but don't hold your breath on this one. Oh, and with regards to your 'Ps' watch this space.



XBM would like to thank Video **Game Center in Bournemouth** for supplying us with import games. They can be contacted on 01202 527314.

### IT'S GOOD TO TEXT

Here are the best texts we've had this month - and we've left them just as you typed them for authenticity!



MODEM OR DO I HAVE TO SHELL OUT FOR AN EXTERNAL

You'll have to get an external Broadband modem for it. But the online service won't start until autumn at the earliest.

IS IT TRU THAT U CAN PLAY UCD'S ON

No, only DVDs and then only with the remote thingy.

MOR TYM I WIL SHOOT MESELFI GREAT Don't do it, man. Life's worth living!

CAN YOU TELL ME IF AM2 IS DEVELOPING SHENMUE 3 FOR XBOX? THANKS, DIA BLO

Apparently yes. But it hasn't been confirmed for Xbox yet.

GOING TO BE A PS2 EXCLUSIVE. IF SHORT SIGHTED DEVELOPERS KEEP SAME WAY AS THE DREAMCAST, NT. TOCA is coming out on PS2 first, then on Xbox next March.

THAT YOU CAN BUY A HUB WHICH ALLOWS YOU TO PLUG ALL UR CONSOLES INTO ONE BOX. THIS BOX PLUGS INTO UR TV. WHERE CAN I

Try Dixons or Game - they should have what you're looking for.

SEGA GT 2002 and Racing Evoluzione. Project Gotham is not, though.

CAN I HAVE A FREE GAME FOR BEING SO PERSUASIVE. OR CAN I HAVE A JOB AS A GAMES REVIEWER? CONSIDER OF EMPLOYMENT AND REAP

Consider this an answer: no.

COMMUNICATOR HEADSET THINGEE?

You'll actually have to speak to people if you want to play Phantasy Star 2 on Xbox. Sorry.

WILL WE SEE ANY POOL CASINO OR HORSE RACING ON XBO No. Although can you imagine a hybrid

of all three? Marvellous.

### FORUM

Time to find out what's been going on in the XBM Forum. You can join in the Xbox chat by getting yourself onto the Internet and visiting xbox.totalgames.net

If you put smiley faces into your messages, our system will automatically turn them into little icons like this...

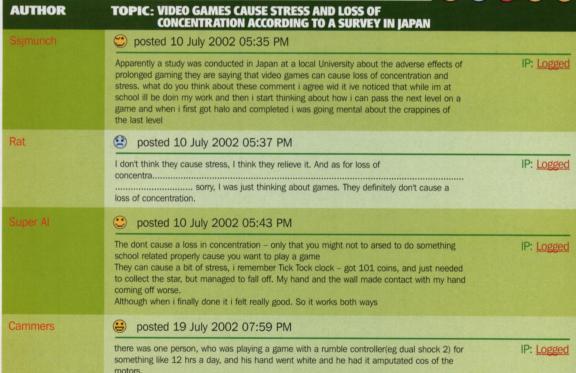














NEED EXTRA KIT FOR YOUR XBOX? CHECK OUT WHAT'S HOT AND WHAT'S NOT IN OUR MONTHLY PERIPHERALS ROUND UP, THIS MONTH IT'S SURROUND SOUND SYSTEMS...

# PERIPHERALS



### VIDEOLOGIC ZXR-500

FROM: PRICE VIDEOLOGIC £79.99

Designed around the high performance digital theatre, the Zoran DSP, the Videologic ZXR-500 is the perfect budget system for gamers who are looking to add a little something extra to the home gaming experience. The digibox itself doesn't house too many special features, so you obviously haven't got the same control over the sound output than on some of the more high performance systems, however, don't let this deter you. The system still has a built-in Dolby Digital 5.1 decoder giving you real-time surround, which works exceptionally well with games like *Halo* which have been programmed specifically in Dolby Digital. As with all 5.1 Digital systems, the optical cable link means you don't have to limit yourself with just one form of media, linking up to a CD, MiniDisc or DVD system also lets you experience movies and music as they were intended. For just £79.99, Videologic has created a Dolby Digital system which should be in reach of most gamer's budgets: if you're not looking for a fancy over-priced system but want to enjoy the wonders of 5.1, then the Videologic ZXR-500 is the perfect system.

### YAMAHA TSS-1 5.1 SURROUND SPEAKER SYSTEM FROM: YAMAHA £159,99

The Yamaha TSS-1 5.1 surround sound speaker system takes full advantage of Yamaha's very own patented Active Servo Technology, which gives you uncompromised deep bass for the ultimate gaming experience. Another excellent feature is the adjustable angle bases on all five of the satellite speakers giving you absolute control over the sound of your set-up, whether your speakers are mounted to the wall or just simply behind your couch. The system includes various distinct modes for your speakers and sub woofer – enabling you to change the style of the sound depending on what media you are playing through the system: films, games and music have all been taken into account for optimum performance. With its built-in Dolby Digital 5.1 DTS decoder and the Xbox's 256 sound channels, simply connect this up, add a little bit of Halo and what you experience is the next step in gaming. The cost of the system may seem slightly steep, but if you are looking to get the most out of your Xbox, the Yamaha TSS-1 5.1 is the system to do it.





INSPIRE 5.1 DIGITAL 5700
DIS SPEAKER SYSTEM

(Creative Labs has long been a strong competitor in the sound systems market, so it's no sur

Creative Labs has long been a strong competitor in the sound systems market, so it's no surprise that the Inspire 5.1 Digital system has one of the best sound outputs for digital theatres, with a whopping six-channel digital performance output. The Inspire can also be linked up to many different medias with connectivity through its optical, coaxial, analogue and digital DIN cable ports. The main feature which has got us excited is the CMSS, which can mix any two-channel stereo sound output and change it into 5.1 sonic sound, causing your ears to believe that you are actually listening to digital audio. The audio experience here is exceptional, but the hety price tag means that the system will be beyond the reach of many gamer's budgets (you could get another Xbox with two games for that price). If you happen to have a spare £279.99 then the Inspire 5.1 system may be worth checking out, but unless you will be using this for other forms of media as well, you are less than likely to get your money's worth.



Evolution, a process of change, which all living orgasms go through in order to adapt to their surroundings. Taking years, evolution is an act of survival and only time has the answer. Well now it's your time, you've evolved over to the Xbox and we have perfect survival kit to prevent you from extinction...

If you were to put *Jurassic Park*, *Dino-Riders* and *Aliens vs Predator 2* into a blender, *Turok Evolution* is what would come out of the other end. So to celebrate its release on Xbox, we've teamed up Acclaim Entertainment and XPERT to bring you this fantastic Jurassic giveaway! All you need to do is answer the questions, slap them on a postcard, and send it here to us. Be quick however, prizes are limited, and with first, second and third place prizes, you can't afford not to enter!



# SEASONS



XOOX

2X FIRST PRIZE WINNERS – Xbox, Copy of Turok Evolution (Xbox), Ben Sherman Denim Jacket, Turok Evolution T-Shirt.

8X SECOND PRIZE WINNERS – Copy of Turok Evolution (Xbox), Ben Sherman Denim Jacket, Turok Evolution T-Shirt.

10X THIRD PRIZE WINNERS – Ben Sherman Denim Jacket, *Turok Evolution* T-Shirt



### **QUESTION 1**

What land does Turok Evolution take place in?

A) FOUND LAND

B) LOST LAND

C) LOST & FOUND

### **QUESTION 2**

When was the first Turok game released?

A) 1994

B) 1996

C) 1998

### **QUESTION 3**

Which of these is NOT a real Dinosaur?

A) VELOCIRAPTOR

B) TYRANNOSAURUS REX C) TRICERACLOPS

RULES

The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or any companies related to this competition may not enter. There is no cash alternative. The closing date for entries is 30 September 2002

Send your answers to:
TUROK EVOLUTION COMPETITION XBM, Paragon Publishing, Paragon House, St. Peter's Road, Bournemouth, BH1 2JS



### YOUR NO.1 SOURCE FOR THE BIG TITLES ON THEIR WAY TO THE XBOX...







...the game also included a running commentary from Jim Ross and Jerry 'The King' Lawler? After all, their ramblings are often more entertaining than the action itself.

# JULE RAW

GROWN MEN GROPING EACH OTHER! IS THAT WHAT PASSES FOR ENTERTAINMENT THESE DAYS?

# PIN NUMBER YOU CAN'T KEEP A GOOD MAN DOWN OR CAN YOU? You can kick them, punch them,

You can kick them, punch them, dive into them... hell, you can even belt them into the crowd, but if you want to win your bout you're going to have to get your opponent into the ring (unless it's a Hardcore contest) and pin them or force them into submission with some devastatingly cruel move. Pinning your foe is not as straightforward as it seems though, you'll need to wait until they are ripe for it and then hope that they don't kick out during the count to three (which they often do).



lot of people slate the WWE because it's all staged and phony, and quite obviously so. But surely that is the point of it, it is a soap opera, albeit one with lots of scrapping, haranguing and alliances that switch week in week out. It can provide some extremely entertaining viewing provided you take it for what it is. Will it be able it reach this level of entertainment in its Xbox incarnation though?

WWE Raw has some good things going for it. There are a number of different type of bouts and tournaments to get stuck into, most of the fans' favourite grapplers are there and the multiple camera angles and cut-away scenes during the action all give the game an authentic WWE feel to it. This is further strengthened by the ability to take the action outside the realms of the square circle to the backstage areas and into sections of the crowd. A new feature in this title also enables you to attack your opponent as he or she makes their way towards the ring. Wrestling the way god intended...

The option to build your own wrestler might appeal to some fans but surely most would rather enter the bouts as their hero or heroine. The wrestler creation process can be

### **CONTENTS**

- WWE Raw
- (116) Rally Fusion
- (III) Blade 2
- Kelly Slater's Pro Surfer
- (118) Deathrow
- Total Immersion Racing

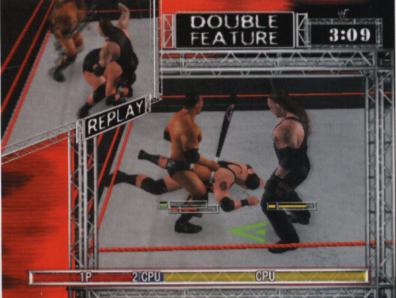
# "MULTIPLE CAMERA ANGLES AND CUT-AWAY SCENES GIVE THE GAME AN AUTHENTIC WWE FEEL" 1:46

### YOU KNOW THE SCORE!

Activate the Hardcore setting as you ponder the options and you'll open up a Pandora's box of goodies that can be used during bouts. Dotted around the ring you'll find objects that can be worn (like hats) or simply those that can be used to clobber opponents. As you play through the game more are unlocked. Our favourites include the giant fish, the umbrella plus the ladder and tables for those Dudley-style 'table for one' moves. All of which spice up proceedings a fair whack

WRESTLING
TECHNIQUES CAN BE
COUNTERED BY
SOME GOOD OLDFASHIONED STREET
BRAWLING, USING
ANYTHING THAT
COMES TO HAND...



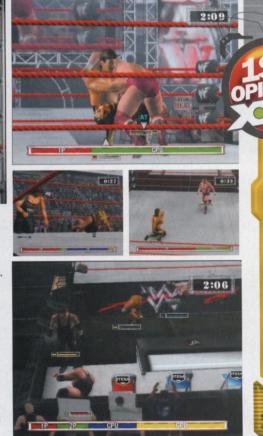


rather long-winded and uninspiring if we are quite honest. The best fun to be had with this title is in multiplayer, of course. Get two or three friends to join you and plough into the ring beating the granny out of each other until some poor soul finds themself pinned to the canvas.

The actual fighting, however, feels rather lethargic. You get the impression you are trudging around and the fact that bouts can go on for an unspecified time sometimes makes it seem like a hell of a long time before a result is achieved. Just like the real thing, the number of times an opponent kicks out on the 'two' of a

three-count defies belief. So matches face the danger of turning into something of a chore at times. That the fighting is actually the crux of the game makes this a little worrying for us.

WWE is well presented and visually it doesn't fare too badly at all. It carries off some things very well but finds itself let down in other areas somewhat (crucial areas like the fighting for instance). We get the feeling that even if you are a true WWE aficionado there might not be enough to sustain you for too long. We also have a sneaking suspicion that you'll probably head out and buy it anyway. DAN



WHAT'S
THO
COOKING?

If this could capture the

CPU

energy and entertainment of the 'real' thing it could be a winner. There are enough fighters and signature moves to keep fans happy but it can start to feel a bit repetitive after a while. (Is this another example of its authenticity or something of a lack of things to do in the game?) If the combat controls were a little more responsive it might not feel so much like you are running in treacle and this is our main gripe about the game – one that if it's not sorted out by release may well end up disappointing many a wrestling fan.





RALLY

# RALLY FUSION: RACE OF AMPIONS

CLASSIC ARCADE RACING RETURNS HOME...

ike Oasis looked at the Beatles for inspiration, the creative team behind Rally Fusion spent many hours noting down all the fun elements from classic arcade racers such as the SEGA Rally series. Set around the racing sport aptly named 'Race of Champions' you will find yourself driving across a vast scale of terrain from desert, mountain trails and forest dirt tracks in this full throttle racing title. Many of the world's leading car manufacturers have got on board such as Porsche, Peugeot, Ford, Toyota, Audi Lancia and Citroen to name a few; while many of the top racing legends have lent

their names with over 30 drivers in all from the past and present. You'll see Tommi Makinen, Didier Auriol and Armin Schwartz as well as many more. Don't expect to start with the best cars though, as you will need to build your driver level up from a Class C driver to the Class A where you get to compete against the cream of the crop. One of the more quirky elements which has been added to Rally Fusion is the ability to quieten your co-driver with a push of a button - signalling varying reactions depending on your driving skills. Look out for the full review next month. ROB

Depending on how well (or badly) you drive in Rally Fusion will alter the tone in which you co-pilot speaks to you. Simply push in the right thumb stick and you'll tell him to



### WHAT IF...

...you could actually throw your co-pilot out of the car when you shut them up? Timing it right you could throw them into lakes, off cliffs and even into the paths of other cars.



# PINION ARCADE THRILL

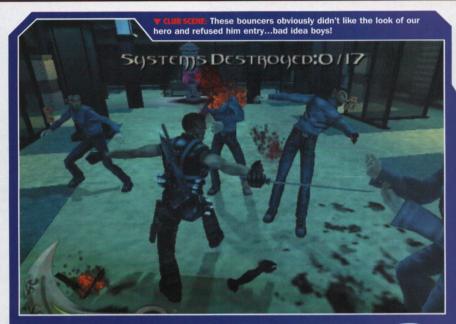
We doubt there are many of you who haven't spent countless hours throwing your change into a SEGA Rally machine in your local arcade. Well as time has passed since then and time has taken its toll on this classic, Rally Fusion looks to set to bring back to us the arcade experience we've been craving for all these years. Start your engines!



SUMMARY: Fans of SEGA Rally will get excited over this one.



▲ ICE ICE BABY: Watch out when racing on the ice, jumps may make you look cool in front of your mates, but keeping the cars steady on ice isn't easy.



# BLADE 2

THE DAY-WALKER STAKES HIS CLAIM ON THE XBOX!

INFORMATION



W IN DA PACE: Not the best way to go out, but we suppose life as a vampire isn't exactly a fair one.

ith the movie already been and gone at cinemas nationwide, it was just a matter of time before a game adaptation would crawl over the horizon. Although the game is called Blade 2, don't expect it to directly follow the script of the film; Mucky Foot has taken a slightly different route for its Blade outing by writing a whole new story. Don't let this deter you though, many of the locations from the film will be included, as well as many of Blade's weapons including his trusty pistol, stylish shotgun and his famous 'glaive' to help cut those vamps down to size. Unlike the unforgivable original game, Blade 2 looks to be shaping up rather nicely and looks extremely tasty, with just over thirty enemies on screen at once at certain points throughout the game and no sign of slow-down. Mucky Foot has also developed a new combat system, which takes full advantage of the Right Analogue stick. A simple push in any direction will cause Blade to throw a punch or kick, which upon impact can be linked to perform combos moving between a number of enemies as they surround you. Will Blade shed a new ray light onto your Xbox or will it simply lurk in the shadows? ROB

2900

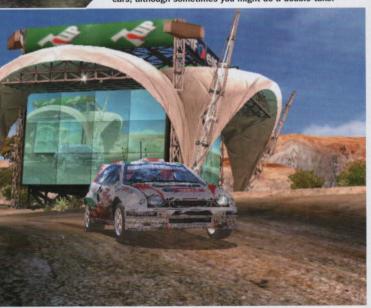
**BITE ME** 

Both Blade films hit big at the box office and rightly so, changing the vampire genre almost overnight. The first game was awful, meaning the sequel can only get better. Graphically Blade 2 is looking extremely smooth and plays very well as a hack and slasher. With some minor tweaking you could be looking at one game to watch.









▲ ON THE BIG SCREEN: Expect many of the stages to take full advantage of the Xbox's graphical powers. You won't find one of those screen down your local!



# KELLY SLATER'S PRO SURFING

### HAS THERE EVER BEEN A SURFING GAME THAT WORKED? MAYBE THIS WILL BE THE FIRST...

dding further grist to the mill of the extreme sports game, Kelly Slater joins the Activision band camp of street, park and beach games. Six time world champion Slater is joined by some of the most accomplished surfing pros around including Tom Curren, Lisa Anderson and Bruce Irons.

Managing to escape the problems that have dogged surfing games since the beginning of time is going to be a task for this game: hopefully the task and career orientation of this game can make up for the errors of the past, with players facing dropping down onto massive wave faces, barrel tube rides and pulling off huge tricks and stunts.

The game is big on authenticity –14 of the most famous surfing spots in the world feature from the US, Europe, Africa, Australia and the South Pacific. There are four main modes of play in all: the central one is the Career mode, which sees you interact with sponsors, magazines and photographers. As well as this players have the option of Free Surf, Shoot out and Head-to-Head, plus the Log Book mode in which you can track the success and failure of individual wave riders as well as their world records.

On top of experiencing the thrill of changing waves and tides, players also get to build their own waves in the never before seen 'Wave Editor', which is something of an oddity to say the least.

NERYS



IT'S THAT OLD CHESTNUT AGAIN!

It's all about the tricks really. Like *Tony Hawk*'s, you get to pull off tricks and stunts, for which you are awarded points. If it works for a board with wheels, then why the HELL wouldn't it work for a surfboard?





1

...they somehow managed to make looking at a massive expanse of blue water interesting? Just don't mention Kevin Costner's Waterworld.











We look at this release with some fear and trepidation on our eyes. Having had to clean up the foul mess that is every other surfing game, we can't help but feel that this one will make no great leaps forward in the genre: we would even go so far as to say that we doubt that there will EVER be a good surfing game. Let's hope we're wrong...



SUMMARY: It's a shark attack waiting to happen!



的意思中毒者并解了

"A CROSS
BETWEEN FRISBEE,
ICE HOCKEY AND
BASKETBALL, WITH
A LOAD OF
GRATUITOUS
SWEARING
THROWN IN"

# DEATHROW

IF THIS IS THE FUTURE OF SPORTS, GOD HELP US!

enerally, people tend to buy sports games based on the actual sports that they are interested in. The genre of future sports has its work cut out: not only does it have to provide entertainment but it has to win you over to it in the first place. *Deathrow* is a hybrid of Frisbee, ice hockey and basketball, with a load of gratuitous swearing thrown in. You take charge of a team of four and pit your brains and brawn against other teams. With money to be earned and upgrades to be bought throughout it is all pretty standard fare, albeit in a futuristic setting.

Visually the game looks good with more than 15 combat locations and over 130 characters to play with. The main problem that we've seen so far is how peripheral a figure you can be during contests. Usually in a sports title you orchestrate proceedings – here however, you can spend a lot of time chasing the hard-to-see Frisbee as your team-mates get on with the game. We found that several times goals were being scored or conceded while we were in the midst of a punch-up somewhere else in the combat arena.

Whether this game will get the kind of cult following that something like *Speedball* did remains to be seen. **DAN** 

### (1) INFORMATION

Publisher Ubi Soft
Developer SouthEnd Interactive
Genre Sports
Estimated Release September
Players 1-8
Weblink
www.southend-interactive.com



stylish twist again.

LIKE WE DID LAST SUMMER: Kelly Slater performs a rather

▲ IN THE SWIM: We believe the technical term for this particular move is 'wipeout'.

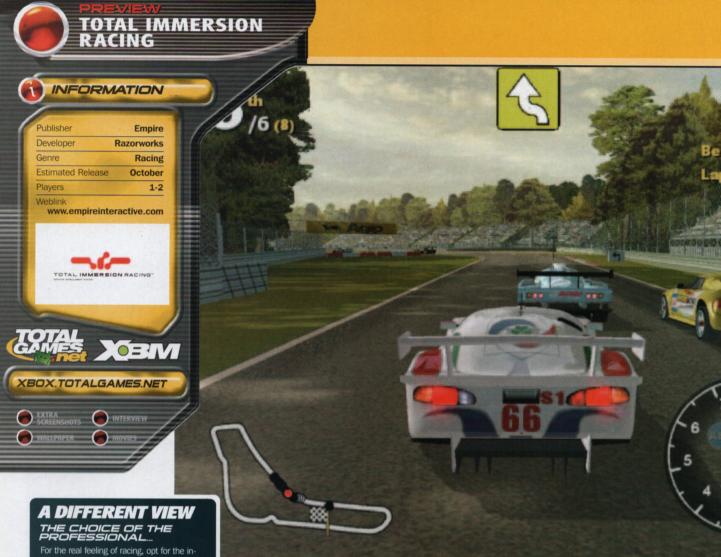
### THE IURY IS OUT

While the game looks quite nice there are some issues surrounding the gameplay at this stage. There are most of the standard features that tend to come with sports games these days but nothing that stands out from the pack. The actual sport itself seems rather limited in terms of what you can do and the fact that you seem to spend a lot of time struggling against superior AI could lead to this one becoming rather frustrating. Perhaps there'll be more fun to be had in multiplayer once you get a load of mates together. Fingers crossed anyway!









# TOTAL WHAT IT TAKES TO WHAT IT TAKES TO WIN THE WORLD CHAMPIONSHIP? INTERSTON



car view, where the cockpit is laid out exactly as the official cars would be. Keep an eye on the rear view mirror to see when your rivals

are creeping up on you...

nother day, another racing game. Chances are your Xbox has already been reverberating to the thrills of *Gotham* and *Burnout* – now Empire is throwing its hat into the ring with the release of *Total Immersion Racing*.

Total Immersion Racing enables you to embark on a racing career, starting as a GT driver way down in the rankings and working your way up to becoming the champion of the world. Taking control of an eight-litre

racer throughout your quest, you will have managers and engineers who will be on hand to give you sound advice in order to help you stay ahead of the pack.

One of the more original aspects of *TIR* is that the enemies are not just generic foes getting in the way of victory. Each console-controlled driver has his own distinct personality and even more importantly, a long memory. Yes, thanks to the Al system

implemented in this title, if you anger a fellow driver early on in the championship he may not seem to react, but later in the game he will take his revenge and chances are you could see your championship hopes go up in smoke as old scores are settled. Clever. This system gives the game a decent learning curve, new racers will have no problem getting to grips with the tracks but professionals will be able to work out their own strategies to ensure

0:00.00

1:26.72







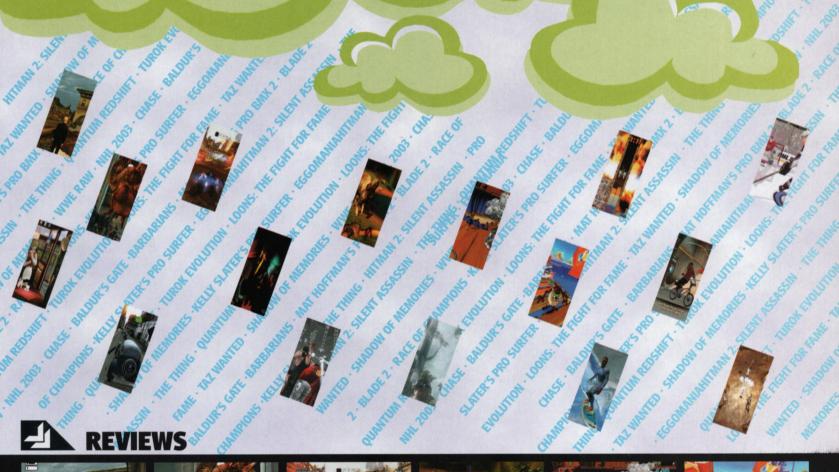
...this proved to be more exciting than the classic Gran Turismo series on PlayStation

and redefined the genre...?



**OUT 19TH SEPTEMBER** 

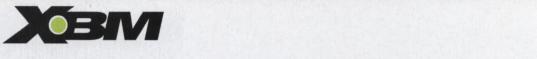
SUMMER'S OVER ... LET IT RAIN, LET IT RAIN! (XBOX GAMES THAT IS!)







AND MUCH MORE!



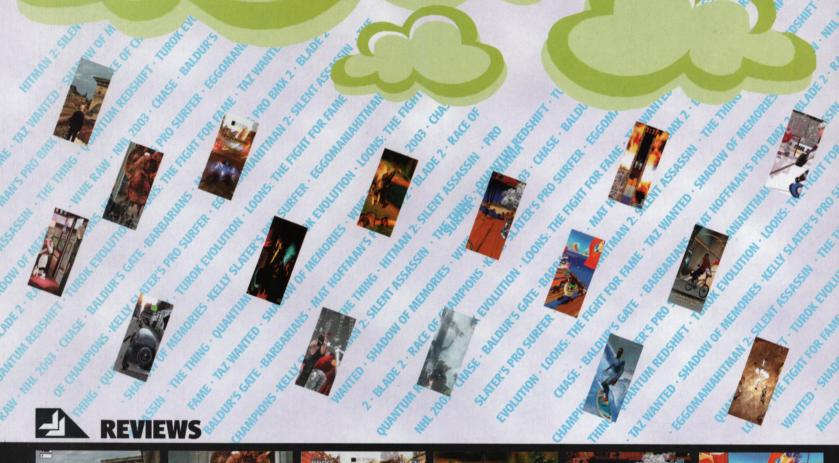
THE UK'S PREMIER UNOFFICIAL MAGAZINE FOR XBOX GAMING



# NEXISSUE

**OUT 19TH SEPTEMBER** 

SUMMER'S OVER ... LET IT RAIN, LET IT RAIN! (XBOX GAMES THAT IS!)























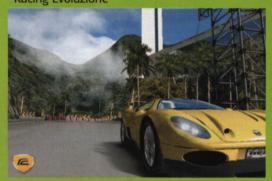


AND MUCH MORE!





Racing Evoluzione



TransWorld Snowboarding



**SEGA Soccer Slam** 





Rocky



Tom Clancy's Ghost Recon





**FIRST LOOK** 

**TRUE CRIMES OF LA** 

180



**☑ CASTLE WOLFENSTEIN** 



**DINO CRISIS 3** 



ON SALE 19 SEPTEMBER!

10p 20 Chart 10	nes
1. GARETH GATES - ANYONE OF US	9491
2. SCOOTER - THE LOGICAL SONG	9422
3. ELVIS VS JXL - A LITTLE LESS CONVERSATION	8688
4. ASHANTI - FOOLISH	9302
5. BRYAN ADAMS - HERE I COME	9367
6. JENNIFER LOPEZ - I'M GONNA BE ALRIGHT	9281
7. NELLY - HOT IN HERE	8972
8. THE CALLING - WHEREVER YOU WILL GO	7947
9. CHRISTINA MILIAN - WHEN YOU LOOK AT ME	9467
10. RED HOT CHILLI PEPPERS - BY THE WAY	9577
11. CHAD KROEGER - HERO	9421
12. DEE DEE - FOREVER	9548
13. EMINEM - WITHOUT ME	9015
14. TIM DELUXE & SAM OBERNIK - JUST WON'T DO	9443
15. DARREN HAYES - STRANGE RELATIONSHIP	9382
16. LIBERTY X - JUST A LITTLE	8172
17. DJ MARKEY - LK	9636
18. KELLY LLORENNA - TELL IT TO MY HEART	9513
19. AMY STUDT - JUST A LITTLE GIRL	9444
20. RONAN KEATING - IF TOMORROW NEVER COME	\$ 8974

This Week's New Relea	ses	5317 100 70
Beauty on the fire - Natalie Imbruglia	9545	4860 Pulp Fiction - Theme
Gold - Beverly Knight	9549	- 0005 Walk This Way -
I Need A Girl - P.Diddy	9551	Aerosmith
What We're All About - Sum 41	9558	1576 Who Let The Dogs Out
Bizarre Mind - Style Phonic	9360	- 1010 Hill for the page our
Strange Relationship - Darren Hayes	9382	- UU25 James Bond Theme
Don't Care - Angels neverse	9392	0221 Match of the Day
Runaway - Distant Soundz	9394	
2 Way - Rayvon feat Shaggy	9389	ANTHEMS
Colour Blind - Darius	9391	
l Get Along - Pet Shop Boys	9393	
I Wonder How - The Shining	9279	5077 IRISH NATIONAL ANTHEM
Dreamer - Ozzy Osbourne	9164	5084 WELSH NATIONAL ANTHEM
Gets Me Through - Ozzy Osbourne	9167	
Happy - Lighthouse Family	9168	
I Would Die 4 U - Space Cowboy	9169	
Irie - Luck & Neat	9170	
Seasons In The Sun - Westlife	9173	TARA FLAUED OF COOR AUD
God Save The Queen - Sex Pistols	8887	
Pass the Courvoisier Part2 - Busta Rhymes	9013	
In The City - The Jam	9009	
Reason - Ian Van Dahl	8979	
What's The Difference - Dr Dre	8905	
Bad Cover Version - Pulp	8689	6888 LAND OF MY FATHERS
CHART NO.1'S 2001	ANGEL - S	HAGGY FEAT. RAYVON 4633
		RMALADE - C. AGUILLERA/LIL KIM 4766
		TO YOUR LOVE - HEAR SAY 4650
	ANUTHEN	CHANCE - ROGER SANCHEZ 5213
	THE HUAD	TO MANDALAY - R. WILLIAMS 5270 FLAME - ATOMIC KITTEN 5322

SURVIVOR - DESTINY'S CHILD IT'S RAININ' MEN - GERI HALLIWELL
DON'T STOP MOVIN' - S CLUB 7
DO YOU REALLY LIKE IT - DJ PIED PIPER

RESURRECTION - PPK

IN TOO DEEP - SUM 41

HEY BABY - DJ OTZI TURN OFF THE LIGHT - N. FURTADO

CASTLES IN THE SKY - IAN V. DAHL

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21 SECONDS - SO SOLID CREW

TONE PREVIEW LINE Listen to any tone listed **BEFORE** you order 0906

### TONES OF THE WEEK

- 1836 The Rock (Wrestling) 4850 BBC Cricket Theme 6060 Bare Necessities
- 0013 Beverly Hills Cop 5317 loe 90
- 0005 Walk This Way -Aerosmith
- 1576 Who Let The Dogs Out 0025 James Bond Theme 0221 Match of the Day

### ANTHEMS

5322

5350

5271 5272

0134 HE-MA

3040

ETERNAL FLAME - ATOMIC KITTEN 21 SECONDS - SO SOLID CREW LET'S DANCE - FIVE

TOO CLOSE - BLUE
MAMBO NO.5 - BOB THE BUILDER
HEY BABY - DJ OTZI
CAN'T GET YOU OUT OF MY HEAD - KYLIE
BECAUSE I GOT HIGH - AFROMAN

I'M ALL ABOUT YOU - DJ LUCK Eternal Flame - Atomic Kitten

PERFECT GENILEMAN - WYLCLEF JEAN
SMOKE ON THE WATER - DEEP PURPLE
GIRLS DEM SUGAR - BEANIE MAN
"!#" ON YOU - D12
CLINT EASTWOOD - GORILLAZ
CHANGES - 2PAC

PURPLE HILLS - D12

5793 SWEET CHILD O' MINE - GUNS 'N' ROSES

0241 SURFIN USA - BEACH BOYS

6449

5390

### TONE OF \* GARETH GATES ANYONE OF US CODE - 9491 782 9340 (Jungle Book) 4860 Pulp Fiction - Theme

16. I'M FOREVER BLOWING... WEST HAS THE PROPERTY THE GREAT SHE WEST WEST BE GOINT CHORY - MAN UTD. SPURS 19. DAT/DREAM BELEVER - SUNDERLAM 20. KEEP RIGHT ON - BIRBAINGHAM CITY 21. LAND OF HOPE/GLORY - ENGLAM 22. WHEN THE SAMITS... - SOUTHAMPTO 23. MAGTO OF THE DAY - THEME 24. NAY MAY FUVER - BURNLEY 25. RULE BRITANNIA - BRITISH TEAMS WHATEVER NETWORK YOU'RE ON CALL 

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BABY ELEPHANT WALK	5401	IF I WER
BACK TO THE FUTURE	6146	JAMIE &
BANANA SPLITS	5316	JESUS C
BLUE PETER	6147	JIM'LL F
BOB THE BUILDER	5333	JOE 90
BRAVEHEART	6076	KICK ST
BUGSY MALONE	6068	KNIGHTE
BUTTON MOON	6090	LAUREL
CASUALTY - TV THEME	6201	LOONY 1
CHITTY CHITTY BANG BANG	5319	MAGIC F
DANGERMOUSE	5334	MIAMI V
DEEP SPACE 9	6239	MUNSTE
DR WHO **	4688	ONLY FO
ENTER THE DRAGON	6172	PEANUT
FLINTSTONES	0052	PINK PA
FRAGGLE ROCK	5375	POSTMA
GET CARTER	5425	RAGGY I
GRANGE HILL	6093	RAINBOY
HAPPY BIRTHDAY	6075	RUPERT

	5424	HI HO HI HO/SNOW WHITE	6072
VALK	5401	IF I WERE A RICH MAN	5397
JRE	6146	JAMIE & THE MAGIC TORCH	5363
	5316	JESUS CHRIST SUPERSTAR	5418
201723	6147	JIM'LL FIX IT	6151
7115/15	5333	JOE 90	5317
Tarret	6076	KICK START	6159
	6068	KNIGHTRIDER	0204
	6090	LAUREL & HARDY **	6067
EME	6201	LOONY TUNES	0088
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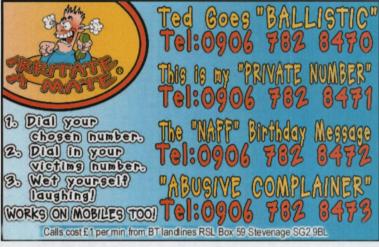


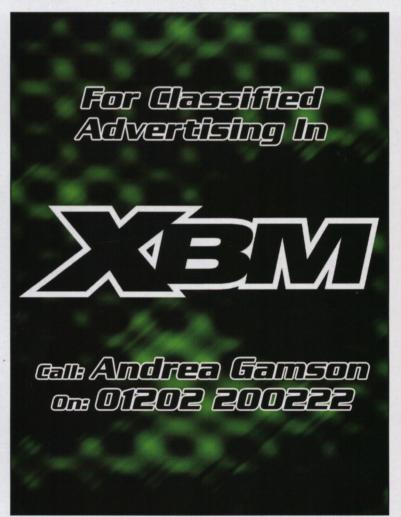
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